

ISSUE NO.

218

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GTM

GAME TRADE MAGAZINE

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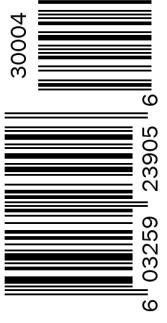
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CA

STAR WARS™ LEGION™



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PRINTED IN CANADA

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- LEARN HOW TO BEST CHARGE THROUGH YOUR FOES WITH THE LATEST DRAGONFIRE STRATEGY ARTICLE FROM CATALYST GAME LABS!

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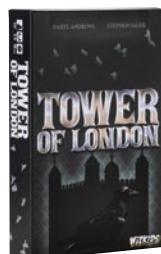
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NEW!

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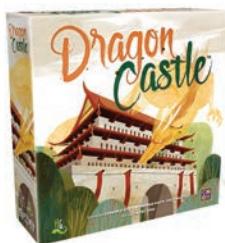


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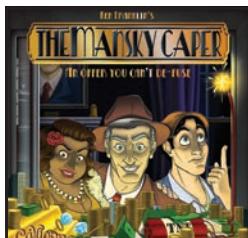
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IMMERSIVE. ELEGANT. MASTERPIECE.

SPIRIT ISLAND

A GAME BY R. ERIC REUSS

Spirit Island is a complex, thematic cooperative game about defending your island home from colonizing Invaders.

Players take on the role of spirits of the land itself, each with its own unique elemental powers.

WILL YOU DEFEAT THE INVADERS?



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Greetings Dear Readers, and welcome to your April issue of Game Trade Magazine!

Spring is here and that means con season cannot be far behind – in fact, we have a special article from the staff of Origins Game Fair as well as a great list of Con Do's and Don'ts from our resident games guru, Jon Leitheusser, in this very issue!

It's never too early to begin making plans to attend your favorite conventions with friends; growing up, this was my favorite part of the spring and summer months! Now, not only do I get to attend these shows every year, I am lucky enough to actually participate in this industry we all love by seeking out cool behind-the-scenes information for our favorite games, and those yet to come.

I count myself fortunate that I have been able to pursue my love for games into a career that allows me to contribute so fully every month. I have always enjoyed problem-solving, spending time with family and friends, learning from defeat, and – of course – savoring a well-deserved victory!

Of course, I would be remiss if I were to not mention that this love of games stems from a childhood spent playing many, **many** games with my family. From *UNO* to Avalon Hill, I learned the values of fair play, knowing the rules, how to be a good loser, and – just as importantly, if not as often – how to be a good winner.

Never in a million years did twelve-year-old me think I would be so lucky as to have a career in this industry, and I owe it all to my family and friends for playing all those games with me, and helping to nurture my passion along all these years.

On that note, I hope you will join me in wishing my Mom a very Happy Birthday this month; more than anyone else, she and my Dad have supported my love for games (even if they didn't always understand it!) and, well – look at me now!

As we all continue to grow as gamers, let us remember to encourage that same passion in the generations of gamers to come. That wide-eyed kid sitting across the table from you may just even grow up to be a future editor of *Game Trade Magazine*.

Play it forward everyone, and game on!

-JG



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jlg@alliance-games.com

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GTM
1940 Greenspring Drive, Suite I-L • Baltimore, MD 21093
GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM
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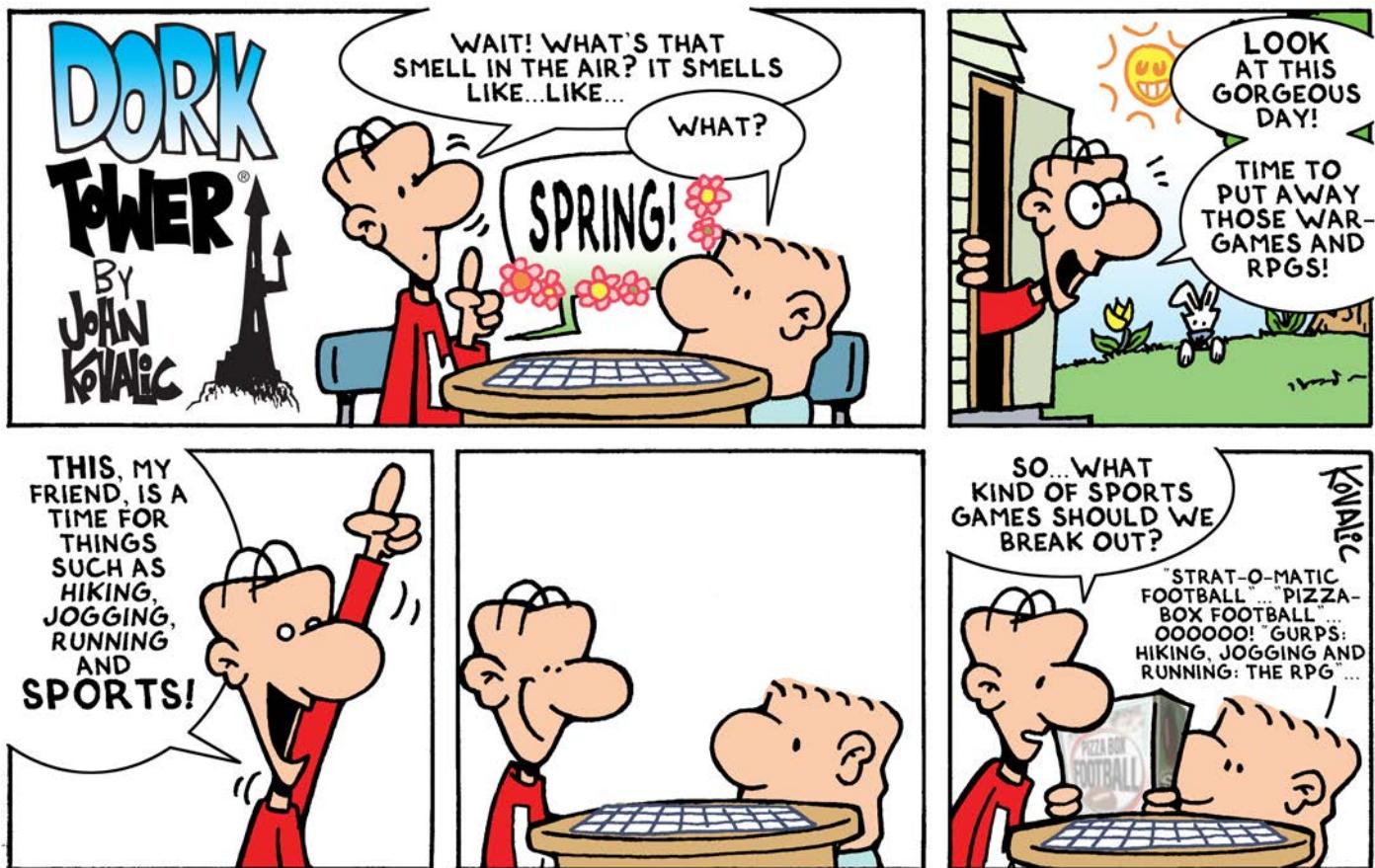
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

Spotlights: These are products that have released and are available at your *FLGS* or *FLCS*. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your *FLGS* or *FLCS*, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

Designer Diaries: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your *Friendly Local Game (FLGS)* or *Comic Store's (FLCS)* shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the *Alliance Game Distributors* item code (for easy ordering at your *FLGS*!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (GTM), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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STAR WARS™

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SWL13 | \$24.95 | *Fleet Troopers Unit Expansion*

Available 2nd Quarter 2018

"Somebody has to save our skins!"

—Leia Organa, *Star Wars: A New Hope*

In the epic miniatures games of *Star Wars™: Legion*, players discover an invitation to engage in the unsung battles of the Galactic Civil War, commanding the forces of the Rebellion or the Galactic Empire in conquest across the galaxy. Whereas the Galactic Empire stifles hope and crushes entire planetary systems under their heel, the Rebellion fights to bring freedom from tyranny. And soon, the Rebel Alliance will be able to supplement their armed forces in battle with a powerful new commander and trooper unit:

- *Leia Organa Commander Expansion*
- *Fleet Troopers Unit Expansion*

A PRINCESS OF ALDERAAN

From her early life as Alderaanian royalty to becoming one of the key leaders of the nascent Rebel Alliance, Leia Organa has played a pivotal role in the unfolding saga of the *Star Wars* galaxy. Now, with the *Leia Organa Commander Expansion*, she enters the game of *Star Wars: Legion*, ready to play a similar role as a commander for the Rebel armies.

The *Star Wars: Legion* army building rules allow players to have up to two commanders in their army, and with the addition of Leia Organa, that option becomes open to Rebel generals. Players may choose to have Leia Organa lead soldiers into battle on her own, or combine her with Luke Skywalker to create an army where brother and sister fight side-by-side against the evil of the Empire. Still, although Leia Organa holds the same rank as Luke Skywalker, she offers a completely different approach to commanding an army.

Luke Skywalker is at his best when he's fighting on the frontlines, using his growing Force powers and lightsaber mastery to help turn the tide of battle. Though Leia Organa is more than capable of defending herself with her martial arts training and her sporting blaster, her true talents come into play when she inspires her troops to greater feats of courage in the face of terrifying odds. Her mere presence can inspire units around her, removing suppression tokens and maintaining morale.

Leia Organa can also help shape the outcomes of players' battles with her three personal command cards, which encapsulate Leia's personal strategies and tactics. Whether players are using Leia to inspire nearby troops or harnessing her leadership position in the Rebellion to call in orbital bombardment strikes, Leia Organa's command cards have the power to turn a battle in the Rebellion's favor. These three command cards, Leia Organa's unit card, new upgrade cards, and all the tokens players need are included in the *Leia Organa Commander Expansion*, along with the unpainted, easily assembled Leia Organa miniature.

DEFEND THE FLEET

Releasing alongside the *Leia Organa Commander Expansion*, players will be able to supplement their Rebel Troopers on the battlefield with the contingent of Fleet Troopers included in the *Fleet Troopers Unit Expansion*. Trained for close-quarters combat onboard the naval vessels of the Rebel Alliance, the Fleet Troopers wield their rapid-fire DH-17 blaster pistols with uncommon accuracy. Although a Rebel Trooper armed with a A-280 blaster rifle may be more accurate over long distances, the Fleet Troopers' DH-17 blaster pistols produce a greater volume of fire, making them truly deadly at close range.

Fleet Troopers also offer a variety of upgrade slots for players to supplement their abilities. Players may bring in additional Fleet Troopers to increase their numbers, or add to their ranks with heavy weapons fighters, armed with weapons like an MPL-57 grenade launcher or a deadly scatter gun. What's more, the Fleet Troopers are exceptionally prepared for biding their time until the opportune moment to fire. This fact is reflected by the Fleet Troopers' Ready 1 ability, which allows them to take an aim



token whenever they perform a standby action. By holding their action until the enemy comes within range, the Fleet Troopers can set up a devastating volley of fire.

Within the *Fleet Troopers Unit Expansion*, players will find all the tokens, unit cards, and upgrade cards they need to add a unit of Fleet Troopers to their Rebellion armies, along with seven unpainted, easily assembled Fleet Trooper miniatures.

FIGHT FOR FREEDOM

Reinforcements are arriving for the Rebel Alliance—and it's up to players to lead these new units into battle.

Prepare for the epic ground battles of *Star Wars: Legion*, and look for the *Leia Organa Commander Expansion* and the *Fleet Troopers Unit Expansion* soon!

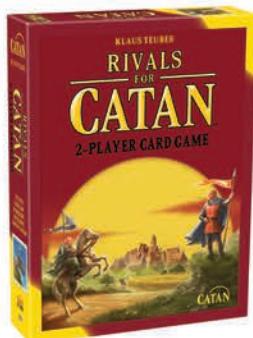


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RIVALS FOR CATAN™

Tips



Rivals for Catan is an extraordinary card game where you and your opponent each strive to create the best principality. Beginning with the base set of cards, the introductory game explores the world of the first Catanians. The base set also creates a theme game when combined with one of three additional sets of cards. Each of the theme games adds options and challenges to Rivals, as you explore

a different era in the history of Catan.

As you venture into the world of the Rivals for Catan, the competition can be fierce. Understanding the card pool will give you a competitive edge. However to truly master the game, you will need to know how best to use them. We encourage you to have played the introductory scenario or read our previous article in GTM #216 to best use these tips.

A core tenet of Catan is resource management and increasing your production. This is even more important in Rivals. In the introductory game, the quickest way to produce more resources is to build production boosters.

There are five production booster cards in the base set, one for each resource type. These expansion cards double the production of any adjacent region that produces the corresponding resource. The Iron Foundry is usually the most valuable booster since cities are required to play certain expansions. The Brick Factory is also more useful



because a road requires two bricks instead of the one brick required in most Catan games.

Don't wait to place a production booster between two identical regions that match the booster. It is better to build the booster right away and get the extra production for one region. Later you can use a Relocation card to exchange the region that does not match for a region that does match.

A Marketplace card gives you an extra resource if your opponent produces on more regions than you do. If you build a Marketplace, you should consider slowing the expansion of your roads and settlements while focusing on your cities and expansion cards. Your opponent may out produce you on some turns, but your Marketplace can help neutralize this advantage.

You can always trade 3 resources of the same type for a resource of your choice. Trade ships allow you to trade certain resources at a better rate. If you have a choice, take the trade ship matching the resource you produce the most of—you will be able to use that trade ship more often.



As you play don't neglect the strength and trade advantages. By having more strength points or commerce points on cards in your principality than your opponent, and at least 3, you will take the respective advantage token. Having either advantage token gives you 1 VP. So once you have 2 points in either Commerce or Strength, gaining a third should be a top priority as that 1 VP can be the difference between victory and defeat!

During play, certain expansion cards give you strength points and trade points.

If you have a full region (3 resources), consider trading those resources for a resource that you rarely produce, or use some of them to choose a card only receive from an exchange. Otherwise, you may fine yourself throwing away resources because your region is full.

While the introductory game remains challenging and exciting in its own right, the Theme card sets are where Rivals truly shines. Each Theme Game adds different elements and rules.

The Era of Gold expands your card pool and introduces action card requirements.

The Era of Turmoil grants you the ability to harass your opponent by adding aggressive card options.

The Era of Progress sets aside the aggression and focuses on the constructive development of both principalities.

Once you've mastered the Theme Games, you can combine these elements in The Duel format! We'll explore these Theme Games in detail in future articles.

CATAN

SCENARIOS

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YOU'RE GOING TO NEED SOME HELP.

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A'Writhe

A game of Eldritch Contortions

WIZKIDS

A'Writhe: A Game of Eldritch Contortions

WZK 73285 \$49.99 | Available August 2018!

There are horrors in this world beyond mortal reckoning; ancient beings trapped in a lower plane for millennia, waiting to be unleashed. Wicked masses of roving eyes and writhing tentacles reach out, struggling for freedom, precariously over-extended, inevitably tumbling on top of their friends in a fit of belly laughter.

A'Writhe: A Game of Eldritch Contortions is your chance to conspire with a buddy in a race to complete three Sigils to summon an eldritch monstrosity into the mortal plane. One player on each team is the Great Old One, who gets to prove their flexibility, endurance, and tentacularity with one or two other unimaginable horrors over a padded map of old Arkham. Their partner is the Cultist who interprets the archaic sigils, keeps watch over the supernatural situation in Arkham, and tells their evil master right where they can shove their appendages.

This is a ridiculous party game for 4 or 6 players, aged 8+ (best for adults or a mix of kids and adults), only half of whom need to feel comfortable bending and stretching. Each round is just 5-10 minutes, so you'll always be able to afford to play that "one more game" your friends are clamoring for, and you can try all four game modes — ranging from the frantic Chaos mode to the more strategic Ritual mode.



The Great Old Ones corrupt specific locations in Arkham by placing one of their gruesome appendages on any of the 20 unique mats, including Arkham Asylum, Miskatonic University, and the Strange High House. Each Cultist tries to complete a Sigil card by creating a specific pattern of corruption in Arkham to match the pattern on that card. The trick is that the patterns require more corruption than most players have limbs, so you've got to be clever and use your opponents' appendages against them. As the kind of human who's seen beyond the limits of our reality and established a connection with something far more immense, you have the ability to change your perspective at any time, giving you more ways to fool the opposition and complete your fated task.

Cultists do need to be careful how they address their partners, because even though the Great Old Ones need their mortal counterparts to earn their freedom, such powerful beings demand a certain level of respect. Cultists are advised to address their partners with an honorific that shows due deference to their incredible might, their bottomless evil, their eternal inhumanity, or at least their impressive yoga skills. It's always hilarious to hear what nonsense honorifics your friends come up with in the heat of the moment, but there are also four ridiculous options printed



on each Sigil card in case you're not feeling creative. After all, you don't want to get on Cthulhu's bad side...

...Nor Hastur's, nor Yig's. There are eight Great Old Ones to choose from, with two powers each. Hastur is both all-seeing and untoouchable. Yig is a foreboding puppet master. Pick the power that will make you more at ease with stretching out of your comfort zone (Bokrug's immovability lets you rest other body parts in Arkham), or that takes advantage of your natural talents (Cthulhu's cunning lets you use your head... as an appendage), or one that makes your friends act even more silly (Ei'lor is so alien that it causes all the Cultists to speak in funny voices).

A'Writhe features partner communication in a novel way. The Great Old One has all the power to choose where they move and how, corrupting Arkham and blocking the competition, but the Cultist has all the information, and neither has a chance without the other. The best teams will support each other through quick, sympathetic negotiation: You don't want to leave your partner without a leg to stand on.

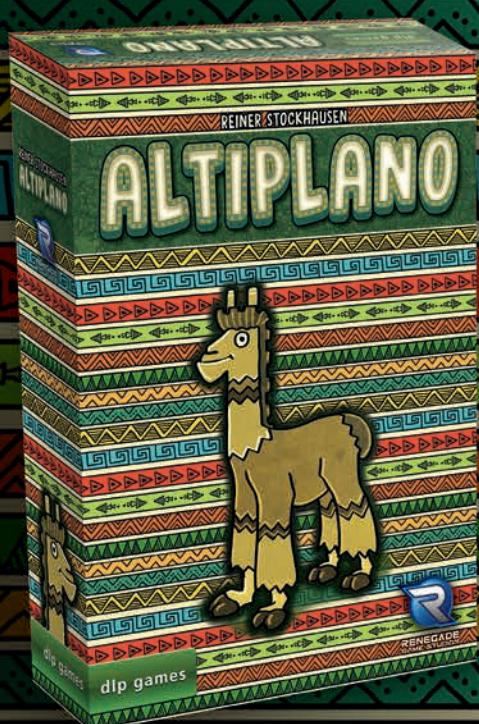
This game is beautifully produced by WizKids, and is a must-have for party gamers and Lovecraft fans. You might know the designer, Jay Treat, from his work on *Cunning Folk*, *Merchants of Araby*, *Strange Gravity*, *Cahoots*, and other games focused on player interaction and good vibes. Whether you'd like to recapture a spark of your own youth, or unleash a spark of ancient evil, *A'Writhe* will have your group rolling on the floor laughing.

•••

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DESIGNER DIARY

By Chris Kirkman

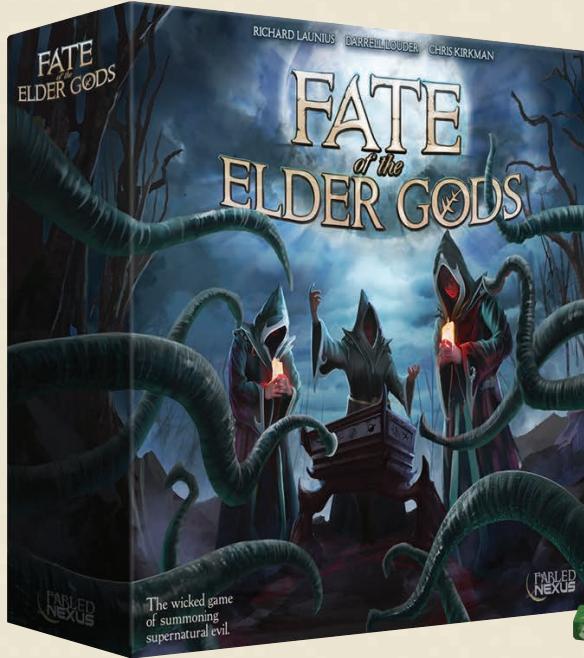
FATE of the ELDER GODS



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FATE OF THE ELDER GODS

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FATE OF THE ELDER GODS: BEASTS FROM BEYOND EXPANSION

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In the spring of 2015, Darrell Louder posed a question to Richard Launius and me: *What if we designed a game where you were playing as the Cultists?*

That would be the first seed of inspiration for *Fate of the Elder Gods*, released at GenCon 50 in August of last year. We succeeded in our goal: to create a game that was almost the antithesis to Richard's famous cooperative design from 30 years before, *Arkham Horror*. The scene was still Arkham, Mass., but now players were competing Cultists actively trying to awaken ancient evil. The task wouldn't be easy for the Cultists; not only were they all competing to awaken their Gods, but those pesky Investigators from the Streets of Arkham were handing out Elder Signs like candy in an effort to save mankind like annoying do-gooders are wont to do.

After *Fate of the Elder Gods* hit tables and we received stories of delighted gamers, we wondered what other ideas were worth pursuing. The gameplay in *Fate* was hardy, and with the *Beasts from Beyond* expansion providing more complexity (and minis) with horrific creatures from the Mythos we didn't want to overextend the game. One of the top requests after release was for the addition of a fifth player. While we ultimately decided not to include that in the initial release we knew that if we could make it work and bring something new to the table this could make a lot of gamers very happy.

That's when Darrell posed another question: *What if you were playing as the Investigators?* What a revolutionary concept! And so, we set a date for a design retreat at Camp Launius.

On the drive to Richard's, Darrell and I discussed the initial concept. For the expansion to be appealing it would need to offer some asymmetrical play. The Investigators needed to play differently than the Cultists, but also not completely abandon some familiar parts of the game. This expansion was to be for advanced players, and veterans stepping into the gumshoes of the Investigators needed to be able to pick it up quickly. Once we arrived at Richard's we all brainstormed further, producing our first prototype within four hours.

We knew the Investigators would need two Win conditions, just like the Cultists. It made sense to keep the Elder Signs as a win condition; the Investigators would have a number of Elder Signs determined by player count in a pool to be distributed as in the base game. However, if that pool ran out then the Investigators would win. If a Cult lost because of Elder Signs, however, the Investigators would lose; the other Cults were scared off and the Investigators couldn't continue their investigations. In this way, the Investigators could rely on sending agents into the field with the Streets of Arkham, but they couldn't run away with the game since they had to watch the balance of how many Elder Signs were given out.

The second win condition was trickier. We returned to Richard's roots and figured the Investigators needed to do what they traditionally do best: gather Clues. After all, if they could gather enough evidence against the Cults they could convince the government to shut everything down with a task force. We now had to figure out ways to gain Clues. One way was through survivors of a Lodge Raid, but the Investigators needed to catch the Cults out in the open; enter the Stakeout Car.

The Stakeout Car would eventually operate like the Fate Piece. Each turn the Investigators would send the car to a different Location. If a Cult moved the Fate Piece to a Location occupied by the Stakeout Car the Investigators would gain a Clue for witnessing nefarious acts. Eventually we decided that when the Stakeout Car moved an additional Investigator was added in that Location. This made the number of Investigators grow and increased the frequency of Lodge Raids. This helped the Investigators gain Clues and turn up the heat on veteran Cultists.

Since Investigators in the Field increased, we wanted to give players more to do with their agents, so we introduced the Ambush. An Ambush resolves much like a Lodge Raid but at a certain Location. Positive die results destroy Cultists at that Location, while negative results end in a loss of Investigators. If three or more Investigators are left after an Ambush, they gain a Clue. Ambushes are triggered in a few ways, but the most common is from playing an Investigation Card - a set of cards with special actions that players can activate much like the Spell cards of the Cultists.

Overall design and development of our next expansion has been pretty smooth. We went from concept to fully-working prototype in three days of testing and tweaking. But achieving the right balance while working toward asymmetry in how players controlled the Investigators provided the biggest challenge.



Initially we created a system of action selection through drafting the Fate Dice; this was far too random and limiting. Next was a menu of action items and a set number of action points - this was dry and super boring. Eventually we created the seven-card Stakeout deck. Six of the cards correspond to the six Locations around the Altar and have a set of variable actions on the bottom, while the seventh card allows a player to refresh their hand. Each turn the Investigator player chooses one of the cards left in their hand, moves the Stakeout Car to the Location, and performs a Location-specific action that is similar to that of the Cultists. For instance, visiting the Museum allows the Investigator player to choose a special Relic from the Dyer Collection that gives them a persistent ability.

After performing the Location action, the player can choose an additional action from the bottom of the card. These actions range from sending Investigators from HQ into the Field or activating the special ability of the Agent In Charge.

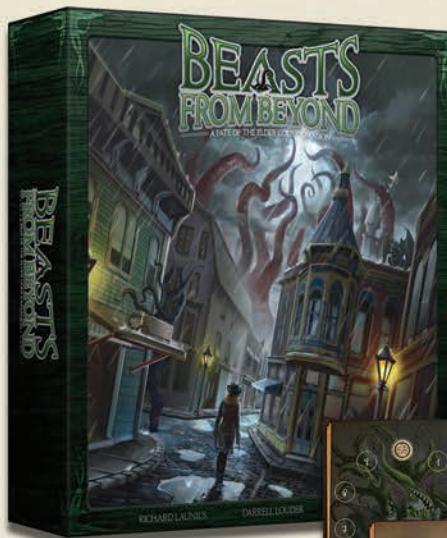
Speaking of the Agent in Charge, we created a set of eight special characters that provide variable player powers for the Investigators, much like the Elder Gods' Dark Gifts. Each character has a passive ability and one that is activated by Stakeout or Investigation cards. These special Agents will not only provide a lot of re-playability, but also flavorful story from characters like the voodoo priestess ex-Cultist Juniper Jackson to super sleuth Dr. Naomi Williams to the mysterious monster hunters, J & K from Dept. 23.

This next expansion was conceived as a great way to add a fifth player to games of *Fate of the Elder Gods*, but we also wanted to provide a more robust solo experience. So, we've enlisted veteran solo designer Mike Mullins to develop a solo mode using the new Investigator rules. The Investigators will now operate with a variable AI and the ability to block Locations with a second vehicle, the Squad Car. Players will also be able to use these automated Investigators in multi-player games.

With further development underway and talented artist Lucas Durham providing the look and feel, we are excited to bring this exciting expansion to gamers - look for more information soon!

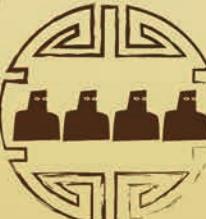
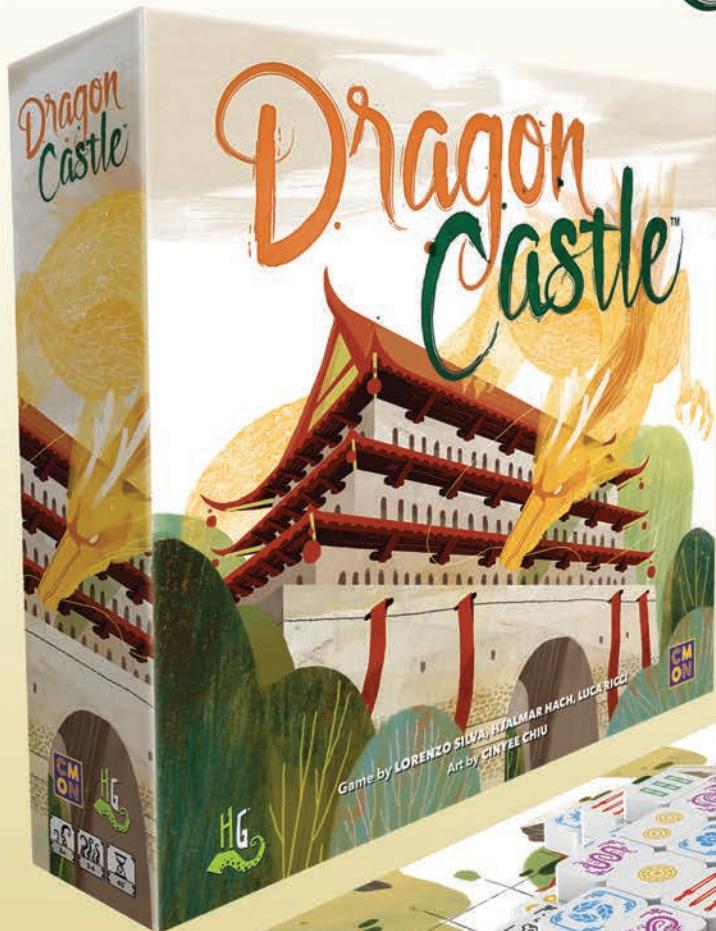
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Chris Kirkman is a co-owner of Greater Than Games where he acts as Game Development Director. His job is to find awesome games and make them awesomer. He enjoys podcasting, whiskey, and games with camels.



Dragon Castle™

Building a Better Castle



DRAGON CASTLE

COL DR001 \$49.99 | Available May 2018!

The historic Dragon Castle has slowly declined over several decades. Its once grand hallways, gardens, and chambers are now faded. The Elder Dragon that once bestowed its grace upon the castle has left. Leaders of the surrounding areas have decided they will build their own castles in the hopes that the Elder Dragon will make it his new home. While the current Dragon Castle might be degrading, the materials used to make it are still of the finest quality. By utilizing the best parts of the old palace, will the new one be even more majestic? The Elder Dragon will only be able to live in one castle. Which will it choose?

In *Dragon Castle*, players must collect tiles from the crumbling central palace to build a new one of their own. The tiles in the game are heavily influenced by the classic solitaire *Mahjong* set, with 116 in total. The tiles are divided into two categories, Faction and Special, that are further divided into several types. Faction tiles have Farmers, Merchants, and Soldiers. Special tiles are broken up into Seasons, Winds, and Dragons. Finally, the tiles are either numbered, or have special symbols on them. There's a total of four copies of each individual tile.

At the start of the game, these tiles are mixed together and used to create the central Dragon Castle. Each player takes their own Realm board and one Shrine token. On the bottom of the central board, Countdown tokens are placed, in accordance with how many players are in the game.

Players choose one of four actions during their turn. First, they can take a pair of tiles. The first tile chosen must be from the topmost layer of the Dragon Castle. It must also be "Available." To be Available, a tile must have at least one long side open, meaning there can be no other tile next to it on that side. After the player has picked their first tile, they choose another that exactly matches the first tile from any Available tile in the Dragon Castle. The second action is to just pick one Available tile from the top floor of the Castle, along with getting a Shrine to add to their Shrine Pool. The third action is to discard an Available tile from the top floor of the Dragon Castle and gain one Victory Point. The fourth and final action becomes possible when only the bottom floor of the Dragon Castle remains; a player can choose to take a Countdown token, which is worth two Victory Points and will speed along the end of the game.



When players take tiles from the central Dragon Castle, they are placed on their Realm board. Tiles can be placed in any of the spaces on their board, except where there is a Shrine or a face-up tile already. When placed, if the player creates a group of at least four contiguous

tiles of the same type (diagonals don't count), those tiles are all flipped face-down and the player scores Victory Points based on the number of tiles flipped. After flipping these tiles, the player has the option of placing one or more Shrines (depending on the type of tiles flipped) onto one of the tiles just turned over. Shrines are worth a number of Victory Points based on how many tiles are underneath them.

Players continue their actions until the Countdown tokens have all been claimed, signaling the final round. At the end of that round, players total up the Victory Points tokens they've acquired, plus any from their Shrines. The player with the highest total is the winner and welcomes the Elder Dragon to live in their Realm.

Once players have gotten the hang of the basic game, they can introduce the Spirit and Dragon cards for a new challenge. Spirit cards allow players to discard tiles from their Realm board in exchange for a special ability. Meanwhile, Dragon cards offer bonus points to players who build the castles on their Realm boards in a certain way. Players can also experiment with different primary Dragon Castle builds, each one offering new challenges and opportunities. *Dragon Castle* will be available at your FLGS in May 2018.

•••

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.





CREATING

ANATOMY FLUXX®



ANATOMY FLUXX

LOO 084.....\$16.00 | Available April 2018!

Last year we published *Math Fluxxx* and *Chemistry Fluxxx*, and they were both very successful. These joined with *Nature Fluxxx* to establish our educational series of *Fluxxx* titles. So what's next?

The answer, anatomy, might seem surprising to my close friends, who know how squeamish I can be. I'm usually not a fan of seeing the insides of people's bodies. So how could I ever do this design?

I doubt this version would have happened at all, and certainly not this soon, were it not for my very good friend, Dr. Leila Zucker. As a serious *Fluxxx* fan as well as an ER doctor, Leila had just the right skills necessary to help me create this game.

It's a lot like the story behind *Cthulhu Fluxxx*. Our fans were crying out for a *Cthulhu* version but I didn't have the Lovecraft expertise necessary to create it. Fortunately, my friend and fellow game designer Keith Baker succeeded where I could not.

I should also give a shout-out to I Heart Guts, a company that makes internal organ plush toys. A year ago, I was looking at one of their business cards, which features cartoon characters based on body parts, and it got me thinking. What if I made a Keeper out of each organ?

As soon as I shared this idea with Leila, she was off to the races. She very quickly had a list of all the organs and goals that connected them, which she'd brainstormed one night when things were slow in the ER, bouncing ideas off her PA, Clarence Chan.

I built a prototype deck using her list and clip art, and we started playtesting it. I was pleased to be able to suggest a couple of cards she had not thought of, my favorite contribution being the appendix. She'd left it out because it has so little (known) usefulness, but I thought it would be more fun to include it as a Keeper with no Goals that call for it.

We got great reactions to that prototype, so much so that we decided to go ahead and make it our next educational version.

Around this time, during episode 126 of *The Download* (the podcast I do with Keith Baker), we had a conversation about the process of creating themed versions of *Fluxxx* and the need (or desire at least) for each new version to bring something new to the table, gameplay-wise.

When Leila heard this, she realized *Anatomy Fluxxx* needed more. Even though we'd greenlit the project and even chosen an artist, Yauhen Paleski, it was pretty much just standard *Fluxxx* but with organ-related Keepers and Goals. It needed a twist that would add uniqueness as well as educational value.

What we came up with truly takes *Fluxxx* in a new direction. First, Dr. Leila researched and compiled a series of short, informational tidbits about each organ, and we added these "factlets" to the bottom of each Keeper. Then we added several New Rules, plus a Meta Rule to make one always be in place.

First there's Name That Organ! which requires a player to read the factlet at the bottom of a new Keeper before revealing it. If the next player can correctly state the Keeper being played, they get to draw a bonus card!



This rule can be replaced by Knowledge Bonus, which turns the challenge around: Now when a new Keeper is played, the next player must state the factlet on the card in order to get the bonus card. Yet another rule, Alternate Factlets, provides rewards for players who know factlets beyond the printed ones.

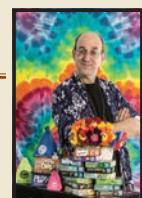
As we continued to playtest it, Leila felt something else was really missing. "It just BEGS to have Creepers added," she confided. I had been shy about suggesting such an addition because I prefer to include Creepers only when the design really demands it, but as soon as she made the case for them, I had to agree. I had also figured that the range of possibilities would be too vast, but as I discussed it with Leila, she made me realize that everything which can go wrong inside the body (not counting trauma) pretty well falls into one of 3 categories: Bacteria, Virus, and Mutation.

We quickly realized these new cards should be attaching Creepers, so that a specific organ can become "infected" so to speak, by the Creeper that attaches to it. A New Rule we added later called It's Spreading can cause additional Keepers to become attached to a Creeper, and we added two Ungoals which can cause Creepers to end the game with no winner. We also added various Actions which help get rid of Creepers in an educational way, such as one called Antibiotics which works only on Bacteria.

So there's a peek at what's inside *Anatomy Fluxxx*. It's gamer-tested and doctor-approved!

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Andy is the Chief Creative Officer for Looney Labs, and the designer of Fluxxx, Chrononauts, Loonacy, and the Looney Pyramids game system. Andy loves cake.



UPCOMING RELEASES



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WYR20443
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Where Gaming Begins

Let the countdown to Origins Game Fair begin! Held annually in Columbus, OH at the Greater Columbus Convention Center, Origins is one of the longest-running and largest conventions in the world for people who enjoy playing games!



We have a **lot** in store this year—more great partnership, updates to the convention center, and (of course) plenty of games and events!

We're excited to have Wizards of the Coast back as co-sponsor for 2018! Get ready for the first look at the new season, the Dungeons and Dragons open, and a new Epic. (An Epic is a cool special adventure where all tables are playing the same adventure at the same time and can help or hinder each other!)

True Dungeon has returned with more adventures, thrills, and amazing props. True Dungeon is a live-action dungeon experience that puts the adventurer in the center of the excitement, and the team is setting up its season finale at the Origins Game Fair! The True Dungeon "grand finale" will bring the four adventures from the season with worlds based on the literary writings of fantasy author Patrick Rothfuss.

Our exhibit hall has grown by 20% from 2017, which means more vendors for attendees to check out! As a result, the exhibit hall and gaming hall are swapping locations this year—putting the gaming in Exhibit Hall A and the vendors in the larger Exhibit Hall B.

During exhibit hall hours, attendees can visit retailers and check out the newest wares from today's game manufacturers and publishers. Take in a few free demos and explore ideas that spark your imagination! And of course, attendees can buy some fabulous games to take home.



Origins Game Fair is five full days of gaming, activities, and events for the whole family! Whether you attend for one day or all five, you can take part in open gaming or a wide variety of scheduled games, including tabletop, miniatures, role-playing, live-action role-playing, card games and more. Events begin for as little as \$2!

On the subject of events, Origins hosts dozens of tournaments every year, including prestigious World and National Championship events for a variety of popular tabletop games! Get in on the competition this year and check www.originsgamefair.com for a list of all tournaments and championships coming to Origins 2018!

Last, and certainly not least, attendees can:

- Contribute to the 2018 Origins Awards by voting for your favorite games in a variety of categories in the exhibit hall.
- Participate in an awesome costume contest for a chance to win fantastic prizes, like games from our sponsors or a free show badge to Origins 2019!
- Step into a world of Anime in our Anime Viewing Room and manga library!
- Kick back and enjoy a collection of unique independent films related to gaming, fantasy, and sci-fi in the Origins Film Festival.



There's so much you'll want to do, and every year we make sure to bring more!

Badge registration for Origins Game Fair is now open (pre-register your badge today so you don't have to worry about registering at the show!) and registration for Origins Game Fair events will open on May 2, 2018.

Plan ahead! Pick and choose the events you want to participate in—you can always buy into events at the show, but some of them might be filled by then so it's best to do so in advance. You can find everything you need at www.originsgamefair.com.

Get your Origins updates online by liking the official Origins Game Fair Facebook page and by following us on Twitter @originsgames.

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About the GAMA team: The GAMA team is based out of Columbus, Ohio. When they're not planning awesome conventions and trade shows, they spend their time bonding over pizza and board games.

Photo (from left to right): Paul McGraw, Dominique Thobaben, Ian Hall, Patti Brendlinger, John Ward, Angela Ward, Kelly Hyme, Jessica Davidson-Bean



STAR WARS

LEGION



**SNOWTROOPERS
UNIT EXPANSION**

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FANTASYFLIGHTGAMES.COM/SWLEGION

Full contents not shown.

**GENERAL VEERS
COMMANDER EXPANSION**

SWL10 \$12.95

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TOWER of MADNESS™

Investigate Unspeakable Horror, Without Losing Your Marbles... Literally!



TOWER OF MADNESS

SND 0067 \$54.95 | Available June 2018!

The works of H.P. Lovecraft have inspired many incredible board games over the years and *Tower of Madness* by Smirk & Dagger Games is no exception. Any gamer would be hard pressed to walk by without stopping for a closer look at this stunner. Featuring a three-dimensional clock tower, standing a foot tall, and festooned with 30 green plastic tentacles, erupting from every side of the structure, the game might sell well enough as room décor. Happily, game play is equally as captivating, making this a 'not to be missed' title.

Now, don't be fooled by the marbles suspended within the tower, that this is simply a reskin of a childhood classic. Much like the use of the *Jenga* tower in the classic RPG game, *Dread*, this familiar mechanic is simply used to heighten tension during game play. Because, at its core, *Tower of Madness* is a dice game, with the tower adding thematically intense drama when a player fails their dice roll.

To win, the players must each successfully investigate all the Locations in the deck, before Cthulhu rises, thereby saving the world. But – each Location poses a new dice rolling challenge, often making success far less likely and occasionally baiting players to push their luck a little harder to gain victory points. For, while all the Investigators are pulling towards the same goal, only one will win, having made the most Discoveries and thereby comes to understand how to wield the power of things beyond man's comprehension.

On their turn, a player rolls five custom dice. On every throw, they must lock at least one die, but they may lock more if they wish. To succeed, they must lock a Gate, Heart and Mind (a 1, 2, & 3) over the course of their Turn. The last two dice need to be as high in value as possible to become Lead Investigator and contend for the victory points at that location.



BUT if they fail their investigation, they must draw one Horror tentacle from the tower, and any marbles that fall impact their character immediately. "It's the anticipation of having to pull out a tentacle, not knowing what is going to drop, that creates the amazing atmosphere of the game." Still, not all marbles in the tower are 'bad'. There is a



reason players are investigating, after all. A blue Discovery marble is worth 3 victory points, towards winning the game. Players are also delving into forbidden knowledge and begin the game with two Spell cards – but the only way to gain more is for a white Spell marble to drop from the tower. Of course, this all comes at a risk. If a player collects 4 red Madness marbles, they go Insane – and switch sides, trying to end the game (and the world itself) by summoning Cthulhu. And that will surely happen if the third green DOOM marble falls from the tower before the Investigators complete all the locations.

As an Investigator, you win by having the most victory points and saving the world – or, if Insane, by being the one Insane player who causes the final DOOM marble to fall, heralded as Doom Bringer. Otherwise everyone loses (though the insane players may cheer as they are eaten last).

"This has been a passion project of mine for the last three years," designer, Curt Covert, said. "Not only did I want to optimize





game play, but I wanted to find a way to manufacture the game with a price point that wouldn't chase people away." It was no simple task, as you might imagine when looking at the assortment of components. The plastic tray, which gives the tower stability, and the 30 plastic tentacles, proved a challenge, going through several rounds of changes to deliver quality and visual excitement, while trimming costs. Considering everything inside the box, this game is a bargain at \$54.95.

Bucking the recommendations of some peers, Curt decided NOT to offer this game on a crowd funding platform, but instead is offering it conventionally through distribution and retail. "It was tempting. When you get a look at this game and imagine it in a Kickstarter environment, it is pure "click-bait" and I'm sure it would have skyrocketed. And perhaps I have

missed out on the tremendous marketing opportunity it offers. But for fourteen years, I have relied on the support of retailers to bring my games to market. That shelf space, especially now, is not given – it is earned. How could I go direct to consumer with this game and then look to retailers to pick up the scraps? No, this game has selling power – and I decided that those sales should remain supporting the industry that has supported me. It is my great hope that we will all profit by that decision."

This is a game that draws people to it, simply by setting it out on a table, and then captures players with the drama of game play, the fun of dice rolling – and even the transformative aspect of switching sides as an Insane player. "The idea of player transformation, as opposed to player elimination, is one that Smirk & Dagger pioneered with Nevermore. Player elimination, a hallmark of old guard 'take that' games, needed to be reenvisioned – and who better than us, a company dedicated to backstabby games. Not only does it avoid forcing players to sit out, it provides a whole new way to play the game – and how you win. So, it is not surprising that a lot of players actually enjoy the transformation and look forward to going Insane, if they can't win conventionally."



Tower of Madness is an easy to learn, easy to demo, casual dice game, dripping with theme and table presence – and is an absolute blast to play. You can look forward to gamers losing their marbles when the game releases, June 2018.

• • •

Curt Covert is the owner of Smirk & Dagger Games. A fifteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.

COURAGE OF YOUR CONVICTIONS

ADVICE FOR THE MARTIAL DRAGONFIRE PLAYER



DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

CAT 16000 \$59.99 | Available Now!

You're the first one into the breach, and the last one out. Protect the wizard. Get me to the cleric. Buy me some time. But you know what you rarely hear at the table? Hey, jump in front of that red dragon and take one in the face, will you? Because that's just assumed.

It's tough, being the hero.

But someone's gotta do it.



RACIAL VARIATIONS

The variety of races in Dragonfire are most severely felt in the Fighter Class, each one potentially changing how the class must be played. Aggressively precise; as a Sun Elf looking for a quick kill. Brute force tactics; as a Half-Orc trading life for time. On the defensive; as a Halfling ready to slip out of the way. Common to all of them, however, you are still the hero. When things aren't going well, others look to you to take the big hit.

GENERAL PLAY

As the Fighter, you're not just in charge of managing your health, but the health of the entire party. Not with healing spells. Do you look like a nursemaid of a Cleric? With raw damage. Focus your attacks on vulnerable encounters facing other players. You have the greatest pool of hit points, so don't be afraid of taking damage. However, don't become a face-down hero either. It's easy for Fighters to overspend their health helping other Classes (hence Grapple). Pace yourself, and keep a sufficient reserve of health for the final scene. Keeping the Wizard up is important, but sometimes you need to let that whiny Rogue take another shot for the team.

Offsetting this martial strength is the Fighter's "natural" aversion to wealth. Except for those tree-hugging Druids, Fighters will most always start a game of Dragonfire with the lowest amount of gold. That's okay. Fighters have the cheapest, most cost-efficient Market cards. They also have strong off-color strategies, shoring up a party's weakness. Pay attention to low-cost assists like *Bless*, *Magic Missile* and of course *Javelin*, and consider what can be done with *Feint*. Buy



early and buy cheap, but try not to "shotgun it." Plan for strong combinations. Spells like *Confusion* will help you accomplish your core mission and cover for the slacker Wizard who just can't be bothered to pull some decent armor over that nightshirt thing they wear.

Also as the Fighter, you are the master of low-cost Feature stickers. Pick a Fighting Style that matches your play style. It doesn't cost a Feature slot, it customizes your use of basic Glory cards, and it's an unmatched value proposition. Continue to maximize your early XP with low cost Features like *Training* or *Action Surge*. Once you've built up enough extra points, upgrade a weaker sticker with the exceptional *Extra Attack* Feature chain.

With Martial Characters, simple is often stronger.

In the end, Dragonfire is a game of continued momentum and tempo. This gives Martial Classes a solid advantage. Above-average hit points allows you to build momentum, and sword icons allow you to maintain it with powerful cards like *Command Presence* and *Tower Shield*. The *Extra Attack* Feature provides the core of your higher-level strategy, extending your staying power as you watch for weakened encounters. Few Classes can afford to take another hit from their own encounters while finishing off someone else's (and grabbing that extra gold piece!).

The Rogue might whine about it, but that weakling of a Wizard better thank you. And the Cleric appears useful by having someone to heal.

Everyone wins!

...

GAMES

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GAME TRADE MAGAZINE #220

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 220 \$3.99

ART FROM PREVIOUS ISSUE

ACTION PHASE GAMES

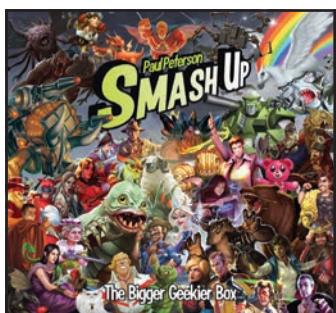


SHOGUNATE

In *Shogunate*, each player is loyal to two clans. Your goal is to use your actions to manipulate the line of succession such that the leaders of your clans earn the most honor! Scheduled to ship in June 2018.

AKG SH01 \$20.00

ALDERAC ENTERTAINMENT GROUP



SMASH UP:

THE BIGGER GEEKIER BOX

The *Smash Up* Bigger Geekier Box is the ultimate answer to storing *Smash Up*, which is of course the greatest need of our time. This all-new Bigger Geekier Box has four large rows for storing all of your *Smash Up* cards, lots of foam bricks for stable storage, a closable token holder, and the all-new *Smash Up* Comprehensive Rulebook! This rulebook contains all of the rules for every unique card type introduced throughout *Smash Up* expansions, as well as clarifications on any card that might have bent your brain in

funny directions. Not only that, but the box also contains the Geeks faction, and the All-Stars faction! Don't be like those poor saps on infomercials, constantly dropping your *Smash Up* cards in your salad, your yard, etc. Use the best in *Smash Up* storage: *The Bigger, Geekier Box!*

AEG 5515 \$39.99

WAR CHEST

War Chest is a simple to learn, yet highly re-playable and exciting war game, where each player controls a unique army. It combines drafting, with an elegant army composition mechanic. Each player plays with different units, requiring you to develop alternate strategies to balance the need to recruit more troops, offset your losses and effectively maneuver your soldiers.

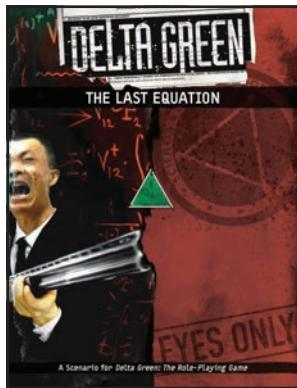
AEG 7035 \$49.99



DELTA GREEN: HANDLERS GUIDE

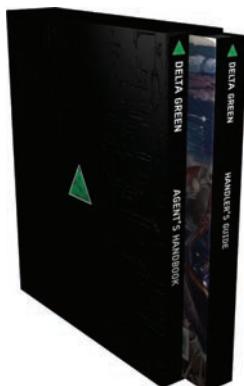
In *Delta Green: The Roleplaying Game*, the players are those agents. They fight to keep terrors from beyond space and time from infecting the world and claiming human lives and sanity. The Handler is the game moderator who creates and interprets their world, presents the mysteries that they investigate, and describes the awful aftermath of their sacrifices. The *Handler's Guide* is a full-color, hardback, game moderators rulebook for *Delta Green: The Roleplaying Game*. Scheduled to ship in May 2018.

APU 8113 \$59.99

DELTA GREEN:
THE LAST EQUATION

A killing spree is horrifying enough. When all eight members of the Ridgeway family are gunned down by a math student who then kills himself, Delta Green sees hints that make it more terrifying still. Your Agents have to stop the madness before it spreads. The Last Equation is a full-color scenario of personal apocalypse and lethal mystery. It is playable with *Delta Green: Need to Know* or *Delta Green: Agents Handbook*, available from Arc Dream Publishing. Scheduled to ship in May 2018.

APU 8117 \$14.99

DELTA GREEN: THE ROLE-PLAYING
GAME (SLIPCASE)

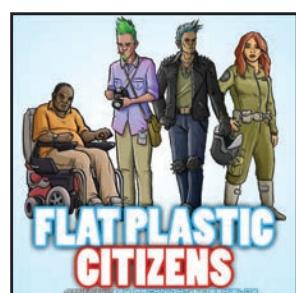
This is the Apocalypse. Born of the U.S. governments 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor but without glory. Delta Green agents fight to save humanity from unnatural horrors often at a shattering personal cost. In *Delta Green: The Roleplaying Game*, the players are those agents. They fight to keep terrors from beyond space and time from infecting the world and claiming human lives and sanity. This two-volume set includes both full-color, hardback rulebooks for *Delta Green: The Agents Handbook* and the *Handlers Guide*. Scheduled to ship in May 2018.

APU 8116 \$99.99

ARCKNIGHT

FLAT PLASTIC MINIATURES

Scheduled to ship in May 2018.



CIVILIANS

ARC FCIV-R \$30.00



ORCS & GOBLINS HORDE

ARC FORCG-R \$20.00

DEADLANDS

ARC FPDW-R \$30.00



SOUTHLANDS
ARC FKS1-R \$30.00



THE LAST PARSEC - PRIMER
ARC FTLP-R \$60.00



SWORD & SORCERY: GHOST SOUL FORM HEROES ACCESSORY PACK

Use the Ghost Soul Form miniatures to enhance your visual game experience. The set of five finely sculpted miniatures included in this pack allows you to replace the figures of the five heroes included in Sword & Sorcery Immortal Souls. When a hero dies during a Quest, you can now replace his or her figure with the Ghost Soul version. Scheduled to ship in April 2018.

AGS GRRP116 \$12.90



ZOMBIES HORDE
ARC FZOMB-R \$20.00

THE ARMY PAINTER

WARPAINTS



RISING SUN PAINT SET
TAP WP8030 \$29.99



ZOMBICIDE BLACK PLAGUE GREEN HORDE PAINT SET
TAP WP8031 \$14.99

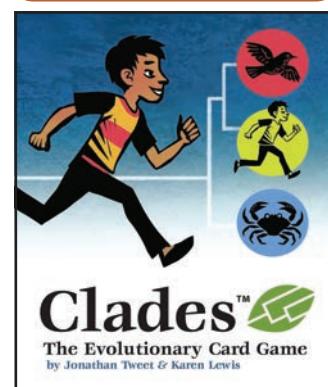


**SWORD & SORCERY:
MORRIGAN HERO PACK**

With this Hero Pack, you now have the possibility to introduce a new, powerful character into your campaign. There are times when terrible acts give birth to an implacable nemesis, creating heroes completely devoted to revenge. Heroes like Morrigan, who saw her parents and friends exterminated by supernatural creatures. Scheduled to ship in April 2018.

AGS GRRP113 \$12.90

ATLAS GAMES



CLADES

In biology, a "clade" is a complete branch of the evolutionary family tree. It defines categories of living things by their evolutionary history. This powerful concept has revolutionized the way scientists classify living things, and Clades, an animal-matching card game about evolutionary descent, makes it easy and fun. Scheduled to ship in April 2018.

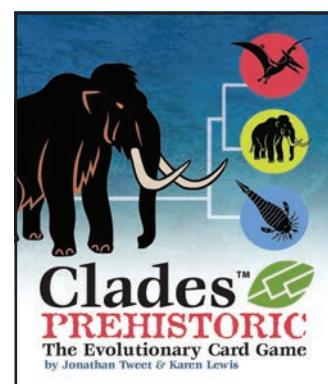
ATG 1420 \$16.99



**SWORD & SORCERY:
RYLD HERO PACK**

With this Hero Pack, you now have the possibility to introduce a new, powerful character into your campaign. The silent flash of a blade is the only sign preceding death, when a fighter like Ryld is around! Born as the rare love child of a human and an elf, Ryld can be played as either a Chaotic Bard or a Lawful Blademaster. Scheduled to ship in April 2018.

AGS GRRP114 \$12.90



CLADES: PREHISTORIC

Scheduled to ship in April 2018.

ATG 1421 \$16.99

ARES GAMES



MASTER OF THE GALAXY
The Galaxy is vast, rich and open to any species who discovers space flight... but nine Elder Races are expanding through space, ready to assimilate or exterminate anybody who stands in their way. Bring your space civilization to the heights of galactic might! Develop your science, spread your people across the galaxy, exterminate your rivals all means are good if you are the winner! Scheduled to ship in May 2018.

AGS ARTG003 \$49.90



**SWORD & SORCERY:
ARCANE PORTAL**

From the depths of the abyss, new, infernal enemies are summoned to bring chaos and death to the Talon Coast! Create new legendary tales by fighting and banishing them to save the realm. In Sword & Sorcery: Arcane Portal, the heroes path brings them to the slopes of the majestic and imposing Thunder Mountains. Drawn by whisperings of a cult trying to end the world, the heroes are challenged by a shadow of nameless fears... Scheduled to ship in April 2018.

AGS GRRP102 \$49.90

BANDAI

SPOTLIGHT ON

DRAGON BALL SUPER CARD GAME**DRAGON BALL SUPER**

Scheduled to ship in July 2018. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER 4 DISPLAY (24)

BAN DBB07832 PI

SPECIAL PACK SET 4 DISPLAY (6)

BAN DBSP7887 PI

STARTER 4 DISPLAY (6)

BAN DBSP7917 PI

STARTER 5 DISPLAY (6)

BAN DBSP7948 PI

BUFFALO GAMES

300 LARGE PIECE PUZZLES

Scheduled to ship in February 2018.

**CHARLES WYSOCKI - THE HABERDASHERY**

BFG 2634 PI

500 PIECE PUZZLES

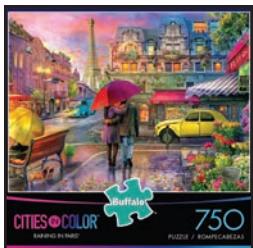
Scheduled to ship in February 2018.

**AMAZING NATURE - SUNSET TIGERS**

BFG 3777 PI

750 PIECES PUZZLES

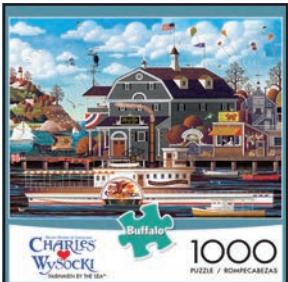
Scheduled to ship in February 2018.

**CITIES IN COLOR - RAINING IN PARIS**

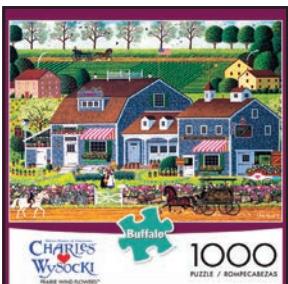
BFG 17117 PI

1000 PIECES PUZZLES

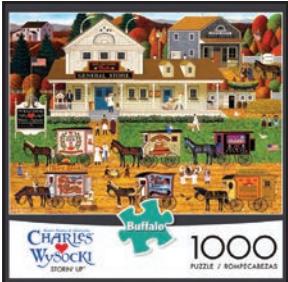
Scheduled to ship in February 2018.

**CHARLES WYSOCKI - FAIRHAVEN BY THE SEA**

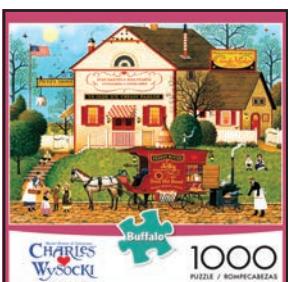
BFG 11452 PI

**CHARLES WYSOCKI - PRAIRE WIND FLOWERS**

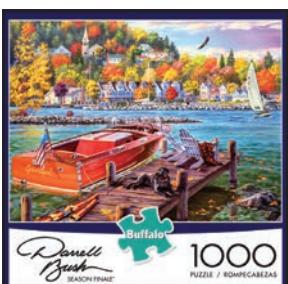
BFG 11454 PI

**CHARLES WYSOCKI - STORIN UP**

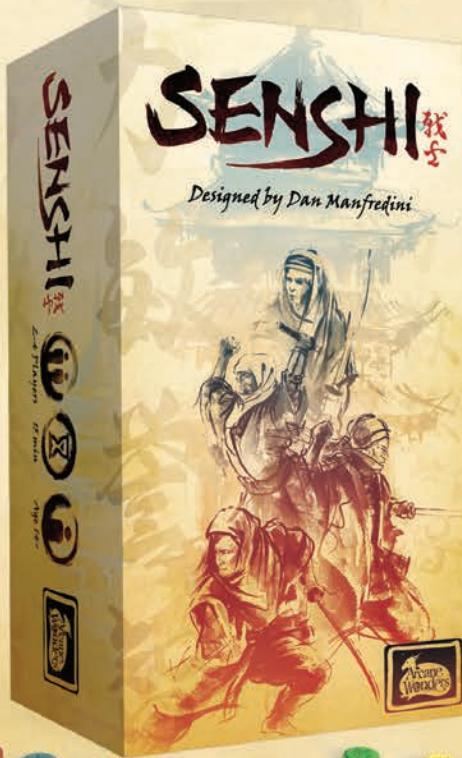
BFG 11455 PI

**CHARLES WYSOCKI - SUGAR AND SPICE**

BFG 11456 PI

**DARRELL BUSH - SEASON FINALE**

BFG 11247 PI

SENSHI**MAY 2018****AWG AW02SS | \$19.99**

A STRATEGIC GAME OF STRENGTH AND BALANCE FOR 2-4 PLAYERS THAT TAKES ONLY 15 MINUTES TO PLAY!



**VIVID - COLOR CHALLENGE**

BFG 11711 PI

**VIVID - RAINBOW CITY**

BFG 11712 PI

**BONK**

Bonk is a two to four player fast rolling ricochet game. The aim of the game is to roll steel balls down your chute to knock the wooden ball into your opponents goal. Bonk demands a good eye, timing, and teamwork. It penalizes both fumbling and trigger-happy play. Hilarity is guaranteed for ages 8 to 108. Scheduled to ship in June 2018.

BFG 205 PI

**PLING PONG**

This is PlingPong! The fast paced game of skill, luck and strategy! Bounce balls into your opponents cups to eliminate them from play — but avoid the black cup! Fun ricochet action as balls bounce every-which-way with tiered design. Sink shots to eliminate your friends and the last player with cups on the boards wins! Scheduled to ship in June 2018.

BFG 199 PI

BUSHIROAD**CARDFIGHT VANGUARD: DIVAS FESTA BOOSTER DISPLAY (12)**

Featuring the pack that only includes the adorable mermaids from the popular clan, Bermuda Triangle! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404194 PI

**CARDFIGHT VANGUARD TCG: DIVINE DRAGON APOCRYPHA BOOSTER DISPLAY (16)**

Featuring the Zeroth Dragon of United Sanctuary and Dark Zone. Get your hands on this exciting booster that highlights the climax of the 'Cardfight!! Vanguard G Z' animation. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404149 PI

**CARDFIGHT VANGUARD TCG: THE GALAXY STAR GATE BOOSTER DISPLAY (12)**

You can construct Dimension Police and Nova Grappler decks with just this booster that also features the Link Joker power up cards for Rondeau of Chaos and Salvation and Messiah Dragon of Rebirth. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404064 PI

**THE CASTER CHRONICLES: WAVE 2 BOOSTER DISPLAY (20)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 524796 PI

**DRAGOBORNE TCG: RISE TO SUPREMACY - GEARS OF APOCALYPSE BOOSTER DISPLAY (20)**

The third Dragoborne booster Gears of Apocalypse features cards from all of the five colors, allowing players to build all sorts of decks featuring dragons, angels, elves, demons, goblins, and more. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404040 PI

**DRAGOBORNE TCG: RISE TO SUPREMACY - NATURE'S WRATH TRIAL DECK DISPLAY (6)**

With the constant assault on Tir na Nog, the once ever green forests that sheltered this peaceful nation now stands charred and barren. However, nature endures in ways that the simple do not understand. It evolves. Now it has something deadly in store for those who have brought destruction upon it. With the help of the elves, nature's vengeance will be coming and it will be swift and decisive. The Nature's Wrath Trial Deck comes with everything a player needs to start the game, including a 53-card deck, 3 dice, a paper playmat, and a rulebook. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404033-D PI

**FORCE OF WILL TCG: REIYA CLUSTER -****WAVE 2 TRIAL DECK (5)**

The Force of Will TCG: Reiya Cluster - Wave 2 Trial Deck includes one Ruler Card, 40 Deck Cards, 10 Stone Cards, a Play Sheet, Rule Sheet and Game Manual. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 525014-D PI

FUTURE CARD BUDDYFIGHT TCG: BUDDY LEGENDS BOOSTER DISPLAY (30)

Collection of Legendary Monsters will appear as new cards in Buddy Legends! Many cards in this booster will also upgrade various decks of all worlds since the beginning of Buddyfight! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404217 PI

**FUTURE CARD BUDDYFIGHT TCG: DRIVEN TO DISORDER BOOSTER DISPLAY (30)**

As the climax booster from last season was fervently received by everyone, it is here again this season. This set will be jam-packed with powerful cards from the climax of the animation series. Can you stand the heat? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404088 PI

**FORCE OF WILL TCG: REIYA CLUSTER - TIME SPINNING WITCH BOOSTER DISPLAY (36)**

Continuing with the designs implemented in Ancient Nights, this set heavily supports sealed and booster pack draft formats for continued enjoyment. The five basic rulers are also included to provide immediate fun for any players, new or old, who come to the store to purchase this set. Basic Magic Stones and Basic Rulers Included. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 525895 PI

**FUTURE CARD BUDDYFIGHT TCG: NEW WORLD CHAOS BOOSTER DISPLAY (30)**

The Future Card Buddyfight TCG: New World Chaos boosters contain many Chaos cards to upgrade your Chaos deck! Which means the associates of Wisdom get upgraded as well, er, and... Magic World are included? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404163 PI



WEISS SCHWARZ TCG: BANG DREAM GIRLS BAND PARTY BOOSTER DISPLAY (20)

The girls from the upcoming mobile game *Bang Dream Girls Bang Party!* are joining the Weiss Schwarz stage! Featuring the vibrant scenes from the mobile game. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404101 PI

WEISS SCHWARZ TCG: BANG DREAM GIRLS BAND PARTY - ROSELIA TRIAL DECK DISPLAY (6)

The girls from Roselia are joining the Weiss Schwarz stage! One of the bands in the highly anticipated mobile game *Bang Dream! Girls Band Party!* releasing in Spring 2018, this Trial Deck is an entire deck devoted to Roselia. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404095-D PI



WEISS SCHWARZ TCG: LOVE LIVE! SUNSHINE!!

We're leveling up from A Deck for Beginners to A Deck for both Veterans and Novices! They will be powerful cards like game finishers or characters with Healing abilities! Decks contain multiple copies of cards with Change, Brainstorm, hand utility abilities and cards that can move on the field! Scheduled to ship in May 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

EXTRA BOOSTER YCW 404187-S PI

EXTRA BOOSTER DISPLAY (6) YCW 404187-D PI

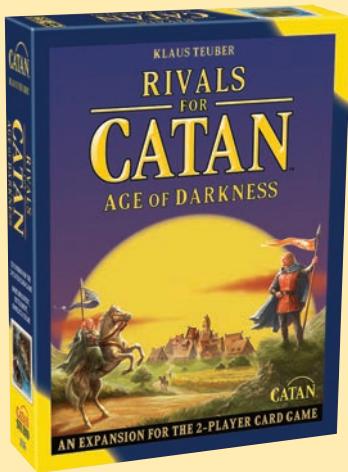
TRIAL DECK+ YCW 404170-S PI

TRIAL DECK+ DISPLAY (6) YCW 404170-D PI

CATAN STUDIOS



FEATURED ITEM



CATAN: RIVALS FOR CATAN - AGE OF DARKNESS EXPANSION

Submerge yourself into the bustling life on Catan as you compete to decide on the fate of its settlers. The revised *Rivals for Catan: Age of Darkness*, is a 90 card expansion for *Rivals for Catan*. Play across three additional themed sets, The Era of Intrigue, The Era of Merchant Princes, and The Era of Barbarians. Each set adds new cards and strategies to your games, and can be combined in Duel mode for a more comprehensive experience. The *Rivals for Catan* base set is required to play *Rivals for Catan: Age of Darkness*. Scheduled to ship in May 2018.

CSI CN3135..... \$20.00

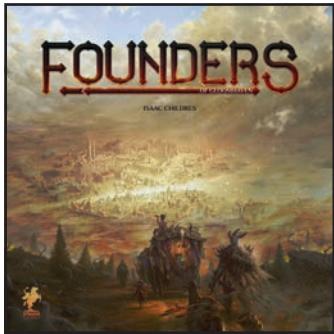
ROSE SCHWARZ
RISE OF THE MINIBOSSES

ARRIVING ON TABLETOPS JUNE 2018!

AVAILABLE FOR PRE-ORDER FROM YOUR DISTRIBUTOR NOW!

BROTHERWISE GAMES

CEPHALOFAIR GAMES



GLOOMHAVEN: FOUNDERS OF GLOOMHAVEN

In *Founders of Gloomhaven*, players use action cards to place resource buildings on the map of the city, use these resources to create more advanced resources, then deliver them to proposed building sites to earn prestige. An individual player, however, cannot do everything on their own because they can import only a small number of resource types, depending on their race. To create more advanced resources, they have to work with other players. The game also features an auction mechanism in which players vote periodically to determine which

new building proposals come out and where they are placed on the board. Players can also add the influence they've gathered to increase the strength of their vote. Scheduled to ship in May 2018.

IMP CPH0301 \$70.00

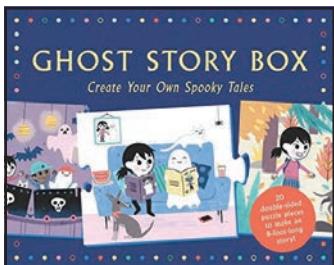
CHRONICLE BOOKS



CREATE YOUR OWN STORY BOX: FAIRY TALES

This wonderful game will allow your family to create its own fairy tales. Highly original and with a contemporary twist, this box contains 20 cards, printed on both sides, which can be interchanged, allowing for all kinds of plots. With three alternative endings! Can you save the missing elf before he is eaten by the big, bad wolf? Is the witch offering you a poisoned apple, or will she help you - by magically shrinking the giant pink rabbit that is terrorizing your castle? Tell a different story each time you play, in this 8-foot-long fairytale puzzle. Scheduled to ship in April 2018.

CHR 9808 \$14.99



CREATE YOUR OWN STORY BOX: GHOST TALES

Create your own spooky tales based on a unique and original format, this game contains 20 story-telling puzzle pieces printed on both sides. Each piece can be interchanged or flipped over to allow for all kinds of plot twists and turns, and there are even two alternative endings! When all the puzzle pieces are used, they stretch out to over 8-feet long to tell your own mega ghost story! Can you help a friendly family of ghosts save their house? Can you evade the ghost catcher at the funfair and release all the captured ghosts ... or do the cards hold another tale? Tell a different story each time you play! Scheduled to ship in April 2018.

CHR 0122 \$16.99



DRINK! 50 BEER GAMES

From Beer Pong to raucous newcomers like Edward Fortyhands, this tall boy contains 50 instruction cards for iconic beer games. With the added bonus of a ping-pong ball, this party pack is the cure to all your boredom ails. Scheduled to ship in April 2018.

CHR 4458 \$14.95



A GAME OF THRONES: TAROT

Explore *Game of Thrones* with this beautifully rendered and wholly original tarot card deck with 78 cards and a hardcover guidebook. This deluxe box melds the tradition of the tarot with the deep archetypes of *Game of Thrones*. Each card, from the Major Arcana to the Cups, Coins, Spears, and Swords of the Minor Arcana, offers a rich and meaningful experience. *Game of Thrones* fans will pore over a treasure trove of much-loved characters, scenes, and stories depicted in a style both surprising and true to the world of Westeros. An accompanying hardcover booklet explains the symbolism of each card and how to use them in a tarot reading. Scheduled to ship in April 2018.

CHR 4342 \$24.95



A GAME OF THRONES: TWIN PINS - LANNISTER AND GREYJOY SIGILS

This two-pin set allows the millions of *Game of Thrones* fans to declare their allegiance to House Lannister or House Greyjoy on a stylish lapel or bag. Packaged in a deluxe gift box, these detailed enamel pins are perfect for allies, enemies, or just for yourself. Scheduled to ship in April 2018.

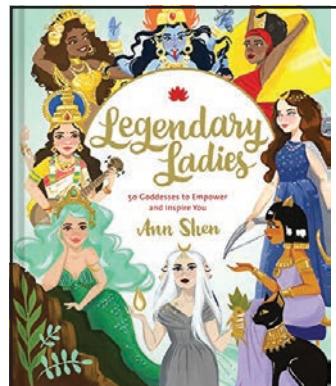
CHR 4557 \$14.95



A GAME OF THRONES: TWIN PINS - STARK AND TARGARYEN SIGILS

This two-pin set allows *Game of Thrones* fans to declare their allegiance to House Targaryen or House Stark on a stylish lapel or bag. Packaged in a deluxe gift box, these detailed enamel pins are perfect for allies, enemies, or just for yourself. Scheduled to ship in April 2018.

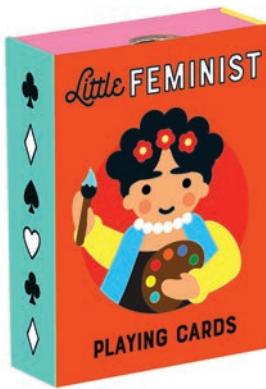
CHR 4281 \$14.95



LEGENDARY LADIES HC

From the beloved author and artist behind *Bad Girls Throughout History* comes this lushly illustrated book of goddesses from around the world. Aphrodite, the Greek goddess whose love overcame mortality. Mazu, the Chinese deity who safely guides travelers home. Lakshmi, the Hindu provider of fortune and prosperity. These powerful deities and many more are celebrated in gorgeous artwork and enlightening essays that explore the feminine divine and encourage readers to empower themselves. Ann Shen's signature watercolors make *Legendary Ladies* a unique, gift-worthy homage to the mighty women within. Scheduled to ship in April 2018.

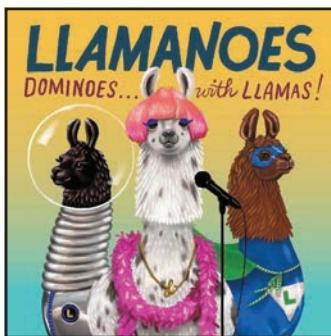
CHR 3413 \$19.95



LITTLE FEMINIST PLAYING CARDS

Mudpuppy's *Little Feminist Playing Cards* feature colorful illustrated portraits of real women who have made an historical impact on the world. Illustrations by Lydia Ortiz and words by Emily Kleinman introduce children to these important people in history with images that are fun for youngsters and also realistic. Scheduled to ship in April 2018.

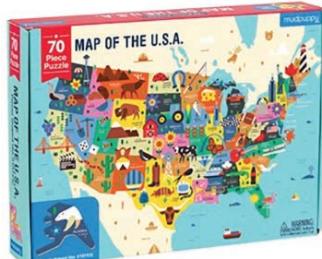
CHR 3831 \$12.99



LLAMANOES

A hilarious herd of llamas star in this laugh-out-loud twist on the game of dominoes. From Llama-nardo da Vinci to Super Llama (it's a bird, it's a plane, it's... a llama?), kids, families, and llama enthusiasts will have a blast matching heads to tails to complete the chain and win! It's a goofy gift, a boredom-busting game, and a great way to develop matching and fine motor skills, all in one appealing and colorful package. Scheduled to ship in April 2018.

CHR 3710 \$12.99



MAP OF THE U.S.A. PUZZLE (70 PC)

Learn all 50 states by name, capital city, shape, location, and even state nickname with Mudpuppy's *Map of the U.S.A.* Geography Puzzle! This double-sided 70 piece puzzle includes puzzle pieces that are shaped like each state, and the state nicknames on the back. Featuring fun illustrations, this puzzle is an engaging and unique way to start learning U.S. geography!

Scheduled to ship in April 2018.

CHR 1936 \$16.99

heroes wanceo...



I WOULD
FIGHT
the DRAGON...

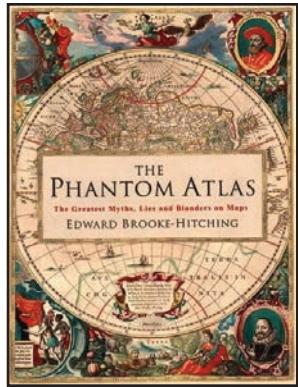
CatDragon
GAMES

A Game by Talon L. Coleman

CDG0020 \$11.99

Disclaimer: no dragons were harmed in the making of this game...
or pretty much ever...

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THE PHANTOM ATLAS: THE GREATEST MYTHS, LIES AND BLUNDERS ON MAPS

Nine-foot giants were once thought to stalk the Patagonian landscape. The Island of California was known to drift off the coast of North America. The Mountains of Kong were believed to stretch across the continent of Africa. *The Phantom Atlas* is a guide to the world not as it is, but as it was imagined to be. It's a world of ghost islands, imagined mountain ranges, mythical civilizations, ship-wrecking beasts, and other fictitious features introduced on maps and atlases even up to the present day through mistakes, misunderstanding, fantasies, and outright lies. This richly illustrated book collects and explores the colorful real histories behind a striking range of antique maps that are all in some ways a little too good to be true. Scheduled to ship in April 2018.

CHR 8401 \$29.95



SOLAR SYSTEM PUZZLE (70 PC)

With the Solar System Puzzle from Mudpuppy, children can learn about our solar system with puzzle pieces that are shaped like the planets! This double-sided 70 piece puzzle includes the planet names translated into French, Spanish, and German on the back. Featuring fun illustrations, this puzzle is both engaging and educational. Scheduled to ship in April 2018.

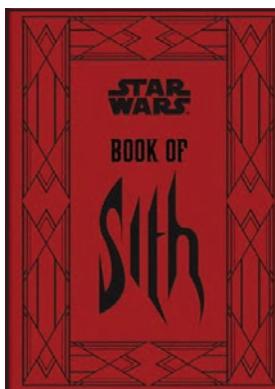
CHR 1950 \$16.99



STAR WARS: 99 STORMTROOPERS JOIN THE EMPIRE

Ninety-nine Stormtroopers join the Empire, and then their troubles begin. One takes a lunch break in the carbon freezing chamber. Two underestimate a princess. One picks the wrong time to ask for a promotion. Another fails to show Jabba the proper respect. And one interrupts Lord Vader's private time, failing him for the last time. A lifelong Star Wars fan, Greg Stoney brings a playful wit and sympathy for the plight of the troops as they meet their amusing ends, filling each colorfully painted scenario with fun Star Wars details and appearances by Han, Luke, Chewie, K-2SO, and many other characters. As the trooper count ticks down, how will the last one fare as he receives a very special assignment (on the Death Star)? Scheduled to ship in April 2018.

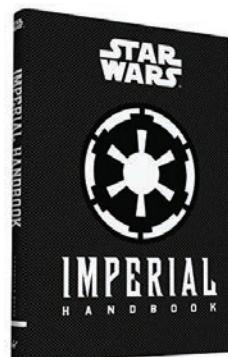
CHR 9249 \$14.95



STAR WARS: BOOK OF SITH

In his quest for total domination, Darth Sidious compiled six legendary dark side texts detailing Sith history and philosophy by Sorzuus Syn, Darth Malgus, Darth Bane, Mother Talzin, Darth Plagueis, and himself. Together these documents form the Book of Sith. Over the centuries, the texts were passed among Force users who left handwritten notes and annotations in the margins, including Darth Vader, Yoda, Mace Windu, and Luke Skywalker, among others. Collected by acclaimed Star Wars writer Daniel Wallace and embellished by numerous esteemed Star Wars illustrators, this volume introduces new characters and history, and delves deeper into understanding the philosophies and methods behind the dark side of the Force. Scheduled to ship in April 2018.

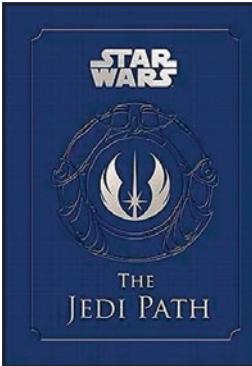
CHR 8154 \$19.95



STAR WARS: IMPERIAL HANDBOOK

The Empire has taken hold of the galaxy, and high-ranking officials from each branch of the military have created an Imperial Handbook, compiling tactical guidelines and procedures as well as mission reports and classified documents for all newly ascending commanders. This comprehensive manual details secrets of Imperial battle tactics, acceptable actions for bringing swift justice to traitors, and the Emperor's long-term plan for galactic military domination. After the Battle of Endor, this copy of the Imperial Handbook fell into the hands of the Rebel Alliance. Well-known rebels provide a humorous running counter-commentary to the official Imperial propaganda in the form of handwritten annotations in the margins of the pages. Scheduled to ship in April 2018.

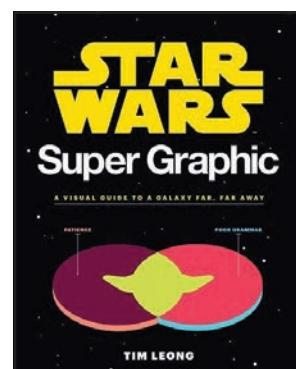
CHR 5280 \$19.95



STAR WARS: THE JEDI PATH

Passed down from Master to apprentice, *The Jedi Path* is an ancient training manual that has educated and enlightened generations of Jedi. Within its pages, the Jedi-in-training will discover the history and lore of the Jedi Order, the ways of the Force and how to wield it, the subtle nuances of lightsaber combat, and the dangers of the Dark Side. The only remaining copy in existence, this hallowed tome features handwritten annotated notes by Yoda, Luke Skywalker, Count Dooku, and Darth Sidious, among many others. Created in collaboration with Lucasfilm along with an acclaimed Star Wars author and revered Star Wars illustrators this volume also introduces never-before-seen ships, creatures, characters, and details about the Star Wars galaxy. Scheduled to ship in April 2018.

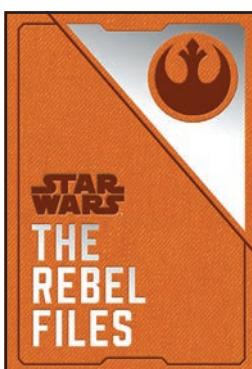
CHR 2276 \$19.95



STAR WARS: SUPER GRAPHIC

Graphic design guru Tim Leong presents Star Wars trivia in an all-new waythrough playful pie charts, bar graphs, and other data-driven infographics. From a Venn diagram of Yoda's idiosyncrasies to an organizational chart of the Empire to a line graph of Grand Moff Tarkin's management decisions, *Star Wars Super Graphic* shines a new light on the much-adored universe. Equal parts playful and informative, this visual love letter to the vast Star Wars universe will enchant fans of all ages. Scheduled to ship in April 2018.

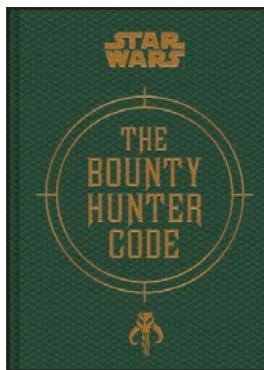
CHR 1204 \$19.95



STAR WARS: THE REBEL FILES

From its earliest beginnings in covert opposition to Imperial operations, the Alliance could not leave its most sensitive information open to the risk of digital interception. Instead, it was kept in a secure case, traveling with key senior Rebel personnel. Lost in the chaos surrounding the Battle of Endor, it was rediscovered many years later by the newly formed Resistance. Richly illustrated and full of strategic detail and history, the files also feature additional annotation by Resistance members making this a crucial read for fans seeking a deeper understanding of the saga. Scheduled to ship in April 2018.

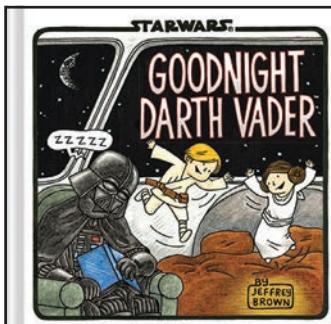
CHR 0145 \$21.95



STAR WARS: THE BOUNTY HUNTER CODE

Legendary bounty hunter Boba Fett bound together two volumes of great personal significance: an edition of *The Bounty Hunter's Guild Handbook*, and a recruiting booklet issued by Death Watch, a secretive splinter group of Mandalorians. Together, these volumes make up *The Bounty Hunter Code*, detailing the skills needed to make a living beyond galactic law as well as the little-known history, philosophy, and gear of Death Watch. With notes from the books' former owners, this collection serves as a crucial guide to the bounty hunter's essential tools and techniques. Scheduled to ship in April 2018.

CHR 3218 \$19.95



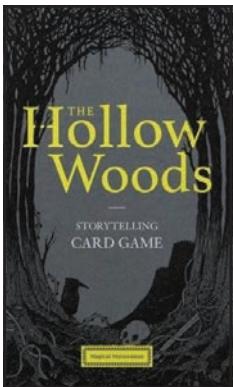
STAR WARS: GOODNIGHT DARTH VADER

It's bedtime in the Star Wars galaxy, and Darth Vader's parenting skills are tested anew in this delightful follow-up to the breakout New York Times bestsellers *Darth Vader and Son* and *Vader's Little Princess*. In this Episode, the Sith Lord must soothe his rambunctious twins, Luke and Leia who are not ready to sleep and who insist on a story. Yoda, R2-D2, Han Solo, Chewbacca, Darth Maul, Admiral Ackbar, Boba Fett, and many others as they tuck in, yawn, and settle down to dream. As ever, Jeffrey Brown's charming illustrations and humor glow throughout, playing on children's book conventions to enchant adults and kids alike. Scheduled to ship in April 2018.

CHR 8306 \$14.95

As Vader reads, the book looks in on favorite creatures, droids, and characters, such as Yoda, R2-D2, Han Solo, Chewbacca, Darth Maul, Admiral Ackbar, Boba Fett, and many others as they tuck in, yawn, and settle down to dream. As ever, Jeffrey Brown's charming illustrations and humor glow throughout, playing on children's book conventions to enchant adults and kids alike. Scheduled to ship in April 2018.

CHR 8306 \$14.95

**STORYTELLING CARD GAME:
THE HOLLOW WOODS**

Fire your imagination with these fun storytelling cards. Reviving the Victorian craze for 'myrioramas', the 20 picture cards can be placed in any order to create seamless scenes. Almost infinite combinations of cards provide endless storyscaping possibilities. Traverse an enchanted landscape as you build a perpetual panorama inhabited by fire-breathing dragons, magical unicorns and sinister shadow figures. With many games to play and millions of stories to tell, each turn of the card is a new adventure. Where will the story take you? Scheduled to ship in April 2018.

CHR 0221 \$19.99

**LORENZO IL MAGNIFICO: HOUSES
OF RENAISSANCE EXPANSION**

In *Lorenzo il Magnifico*, players compete to see which noble family can gain the most prestige and fame during the Renaissance. The *Houses of Renaissance* expansion allows a fifth player to join in on the fun and offers players new ways to play with Family Tiles that grant players powers to expand their influence throughout Italy.

COL LRZ002 \$39.99

**ZOMBICIDE: GREEN HORDE**

Orcs and Humans have never had a relationship. The borderlands between the two groups were regular sites of conflict, but an entire host of Orcish zombies have spilled forth. The Survivors of the zombie plague have a whole new set of problems to deal with - if they want to continue breathing! A stand-alone game in the *Zombicide: Black Plague* series, players in *Zombicide: Green Horde* work cooperatively, taking on the role of Survivors of the zombie outbreak. This green menace is not only stronger than their human counterparts, but they also tend to gather into massive hordes that ambush the survivors when they least expect it!

COL GUF034 \$99.99

**RISING SUN: DYNASTY INVASION**

With the introduction of the *Dynasty Invasion* expansion, the Clans of *Rising Sun* must now contend with new challengers: the Dynasty Clans and their Seven Lucky Gods.

COL RSU003 \$59.99

**ZOMBICIDE: GREEN HORDE -
EXTRA TILES PACK**

The Green Horde Extra Tiles Pack allows players to create their own scenarios for their games of *Black Plague* with 15 tiles taken the Green Horde core box as well as the *Friends and Foes* expansion.

COL GUF041 \$27.99

**RISING SUN: KAMI UNBOUND**

The *Kami Unbound* expansion for *Rising Sun* brings the Kami from the spiritual realm to the physical by introducing amazing, high-quality miniatures of these once-worshipped spirits to the game, as well as new Mountain Season cards.

COL RSU002 \$34.99

**ZOMBICIDE: GREEN HORDE -
FRIENDS AND FOES EXPANSION**

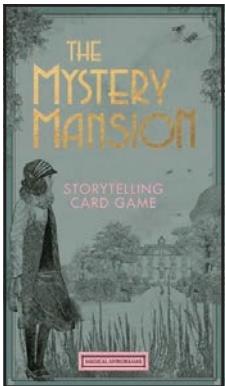
It's impossible to predict how the zombie plague will affect someone when they're infected. It quickly mutates, forming all manner of undead monstrosities, one such mutation is the Tainted variety. Covered in nasty, spiked growths and with acidic blood, they flail around upon being struck, doing damage to everything nearby. It's enough to make a survivor go insane! The *Friends and Foes* expansion for *Zombicide: Green Horde* contains four new survivors, complete with ID cards and new equipment. Tagging along are six new familiars, as well as new Tainted Walkers and the hulking Tainted Abomination, plus a 10-scenario adventure pack.

COL GUF036 \$49.99

**STORYTELLING CARD GAME:
THE MYSTERY MANSION**

Fire your imagination with these fun storytelling cards. Reviving the Victorian craze for 'myrioramas', the 20 picture cards can be placed in any order to create seamless scenes. Almost infinite combinations of cards provide endless storyscaping possibilities. Follow the corridor through a mysterious country house and build a perpetual panorama with its inhabitants and their secrets. Find sinister suits of armour and the aftermaths of strange accidents, butlers with a grudge and glamorous couples where revenge is never far from the surface. With many games to play and millions of stories to tell, each turn of the card is a new adventure. Where will the story take you? Scheduled to ship in April 2018.

CHR 1518 \$19.99

**COOLMINIORNOT****ARCADIA QUEST: RIDERS**

Arcadia Quest: Riders is a new modular expansion for *Arcadia Quest* and *Arcadia Quest: Inferno*.

COL AQ0032 \$64.99

**BLOODBORNE: THE HUNTER'S NIGHTMARE**

The Chalice Dungeon is full of all manner of horrible monsters! With each descent, the Hunters must be wary, as a new danger lurks around every corner. These cursed creatures continue to punish those they kill, even after resurrection. Smart Hunters arm themselves accordingly, including using powerful Runes to aid them in their quest. *The Hunter's Nightmare* expansion for *Bloodborne: The Card Game* offers players new challenges and more powerful ways to combat them.

COL BBN002 \$14.99

SPOTLIGHT ON**DRAGON CASTLE**

As the Dragon Castle crumbles, opportunistic lords seek to lure people to their realm. By constructing a new palace from the ruins of the old, they hope to become the new center of power. In *Dragon Castle*, players take on the role of one of these lords, using all of their cunning to build a castle that will inspire people to move to their realm.

COL DR001 \$49.99

**RISING SUN: MONSTER PACK**

The *Monster Pack* expansion adds an impressive roster of four new Monsters to the *Rising Sun* core game.

COL RSU004 \$29.99



ZOMBICIDE: GREEN HORDE - MASSIVE DARKNESS CROSSOVER EXPANSION

Evil is, if nothing else, opportunistic. The zombie hordes that are overrunning the living on the surface have been noticed by the Darkness. It's sent out a call, and now the zombies have been bent to its nefarious purposes. The Survivors will have to follow them down into the caves and caverns if they want to make sure the undead menace is eradicated once and for all! Better bring a torch, it's going to be dark down there. With the *Massive Darkness Crossover* expansion for *Zombicide: Green Horde*, players can use all the characters and enemies from *Green Horde* in their games of *Massive Darkness*. It contains 64 cards, comprised of 17 Heroes, five Mobs, two Agents, seven Roaming Monsters, and three Familiars.

COL GUF040 \$12.99



ZOMBICIDE: GREEN HORDE - NO REST FOR THE WICKED EXPANSION

In some places, dark magic seems to permeate the ground itself, corrupting everyone and everything. It can be the consequence of a necromancer ritual, a desecrated sanctuary, or the recent manifestation of otherworldly forces, among others. In such areas, infected animals gather like moths to a flame. The *No Rest for the Wicked* expansion for *Zombicide: Green Horde* gives players several new horrors to face during their games of *Black Plague*. It contains a huge Necromantic Dragon, as well as Spectral Walkers, and swarms of zombie Ratz. Thankfully, there's some new weaponry they can use in the form of the Ballista. They're gonna need it!

COL GUF035 \$49.99



YU JING SHIKAMI (CONTENDER)
CVB 281301-0703 \$15.21

CREATIVE GOODS COMPANIES



CATÁN: GLASS PINT - LOGO (SET OF 4)

Scheduled to ship in April 2018.
CGC 21105 \$60.00



CATÁN: RIVALS FOR CATÁN PLAY MAT SET

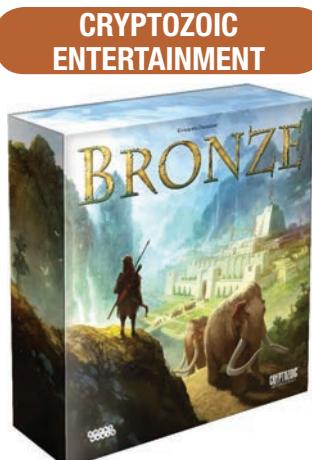
CGC 22002 \$60.00



CATÁN: SEAFARERS WOOD BASE SETS

Scheduled to ship in April 2018.

BEIGE CGC 02027 \$7.00
BLACK CGC 02028 \$7.00
BLUE CGC 02022 \$7.00
BRONZE METALLIC CGC 02032 \$7.00
BROWN CGC 02025 \$7.00
GREEN CGC 02026 \$7.00
ORANGE CGC 02024 \$7.00
PINK CGC 02029 \$7.00
PURPLE CGC 02031 \$7.00
RED CGC 02021 \$7.00
WHITE CGC 02023 \$7.00
YELLOW CGC 02030 \$7.00



BRONZE

Welcome to the Bronze Age! In *Bronze* you will be taken back in time 5000 years, when ancient societies had yet to become civilizations and hairy mammoths roamed the land. As a powerful ruler, you will lead your people across the globe from snowy mountains to sun-beaten deserts and seashores. Your people will make great discoveries, learning to use the wheel, create pottery, and forge the first bronze tools. Your progress will depend on establishing trade routes and exchanging knowledge with the citizens of great cities like Babylon, Troy, and Mycenae. You'll have to contend with other mighty civilizations, as you all battle to be the first to enter the Iron Age! Scheduled to ship in August 2018.

CZE 02729 \$40.00

CORVUS BELLI



ARISTEA! 30MM BASES

CVB 285054 \$3.82

INFINITY



ARIADNA BLACKJACKS, 10TH HEAVY RANGER BAT. (AP HMG)

CVB 280195-0906 \$35.92



DIRE FOES MISSION PACK 7 - CANDY CLOUD

CVB 280019-0709 \$39.19



COMBINED ARMY KURGAT, REG. OF ASSAULT ENGINEERS (BOARDING SHOTGUN)

CVB 280690-0705 \$13.03



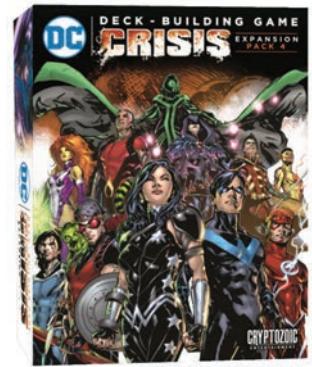
HAQQISLAM ASAWIRA REGIMENT (SPITFIRE)

CVB 280493-0699 \$15.21



PANOCEANIA SVALARHEIMA NISSES

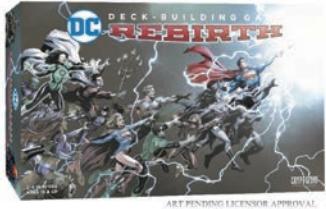
CVB 280299-0704 \$18.48



DC COMICS DBG: CRISIS EXPANSION PACK 4

Crisis returns to the world of the DC Deck-Building Game — this time, the decidedly non-sidekick Teen Titans Super Heroes are the focus. *Crisis Expansion Pack 4* allows you to add cooperative play to any DC Deck-Building Game, but is fine-tuned to work best with *DC Deck-Building Game: Teen Titans* due to that game's focus on the Ongoing card type. This expansion introduces the keyword "Unity" for Ongoing cards that get better as more of them are in play. Another fresh twist to gameplay comes in the form of Personal Crisis Cards, which may only directly affect one character, but can still take down the whole team if you don't work together to solve your partner's problem. Also included are six members of The Titans, original members of the group who are now all grown up and have something to prove. Scheduled to ship in August 2018.

CZE 02680 \$20.00

**DC COMICS DBG: REBIRTH**

Compete for bragging rights against your fellow Super Heroes or work together as a team to defeat the Super-Villains before the Threat Meter maxes out. That's right: The game features both competitive and cooperative modes right from the start! Either way you play, Villains don't go into your deck when defeated, but instead grant a one-time Reward. In competitive play, Villains you defeat still earn you Victory Points and they go under your Super Hero. You can even use them to bribe your rivals for various favors! Scheduled to ship in August 2018. CZE 02706.....\$50.00

**EPIC SPELL WARS OF THE BATTLE WIZARDS 4: PANIC AT THE PLEASURE PALACE**

You checked your morals at the door and settled in for a night of debauchery, but your fellow Wizards' lust has turned to bloodlust! What Wizard doesn't enjoy an orgy of sex and violence? Just be careful with all the Magically Transmitted Diseases (MTDs) going around. Crotch Krakens, Genital Harpies, and our longtime friend ... Gorgonorrhea. Fireballs aren't the only thing that will cause a burning sensation. MTDs also give you Glyphs, so your Spells are going to be as juiced up as your nether regions. For our more discerning customers, you might want to gain control of the Standee, because when you have it, it protects you from all MTDs that might come slinging your way. That's right! The Standee once again does something, instead of doing nothing. Scheduled to ship in August 2018.

CZE 02727.....\$30.00



original to play this game. You can play this one standalone or mix the two together for a concoction almost as tasty as the Szechuan Sauce card you'll find in this set. You know who really digs the Sauce? Gromflomites. They are a new card type in the set. This new game also features a set of Council cards that will cause voting among the players to enact new rules, dramatic one-time effects, and other mysterious situations. Scheduled to ship in August 2018.

CZE 02710.....\$40.00



NOT FINAL ART

RICK AND MORTY: THE PICKLE RICK GAME

This is a bomb-a** game that comes in a pickle — how about that for defying both the laws of science and God? Even when you aren't playing, you can proudly display your pickle anywhere you want: work, home, school, or (shudder) your family therapy session. When you finally stop staring at it and crack the pickle open, someone awesome gets to play as Pickle Rick and try to escape a heavily armed compound. Another, more tortured soul can play as both the Russians AND Jaguar, who are hell bent on crushing Solenya, the pickle man who crawls from bowls of cold soup to steal the dreams of wasteful children (a.k.a., Pickle Rick). Scheduled to ship in August 2018.

CZE 02708.....\$45.00

**STREET FIGHTER V: POKER ASSAULT**

Have you ever smashed your best friend with a Two Pair? Pummelled your mate with a Straight? The game of poker has been reimagined as a game of combat, killer hands of cards, and non-stop fun! Welcome to the world of Street Fighter V Poker Assault! Each player uses a themed 52-card poker deck. Several cards in each deck have bonus abilities that can aid you while you mount an Assault on your opponent or Defend against one. Additionally, if you can craft a Straight or better, you will earn an aptly named Critical Arts Cards that can provide a devastating instant effect or grant you some ongoing tactical advantages! Scheduled to ship in August 2018.

CZE 02663.....\$20.00

RICK AND MORTY DBG: THE RICKSHANK RICKDEMPTION

You want to know more about Rick and Morty: The Rickshank Rickdemption Deck-Building Game? We can tell you everything you want to know ... for money. Nah bro, this is the sequel to Rick and Morty: Close Rick-Counters of the Rick Kind Deck-Building Game. We know the blemflark just tanked, so we won't even force you to buy the

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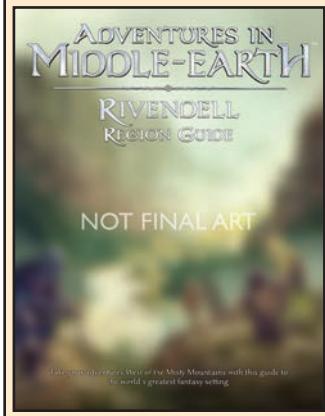
THE TITAN SERIES
GREAT GAMES BY GREAT DESIGNERS

CUBICLE 7

DOCTOR WHO RPG: TWELFTH DOCTOR SOURCEBOOK

The Twelfth Doctor has regenerated into the most talked about incarnation of The Doctor ever! While we await the new season, this Sourcebook explores the complete Twelfth Doctor's adventures in exhaustive detail. With detailed information on all the allies, enemies, aliens and gadgets that the Doctor encounters, as well as examining each of his adventures, the book contains a wealth of material for the *Doctor Who Roleplaying Game*, and is also a fact-packed resource for fans of the show! Scheduled to ship in June 2018.

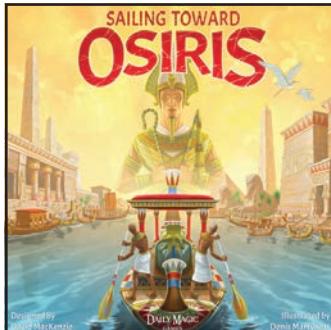
CB7 1131\$39.99

**SPOTLIGHT ON****DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - RIVENDELL REGION GUIDE**

This setting supplement will take your adventures West across the Misty Mountains to the Last Homely House, expanding play into eastern Eriador, covering not only Rivendell itself, but Angmar, Fornost, Mount Gram, Tharbad and everywhere in between. There are also rules for creating your own Magical Treasure; playing Rangers of the North and High Elves of Rivendell; turning the baleful Eye of Mordor on your company; and facing more powerful adversaries than ever before. Scheduled to ship in June 2018.

CB7 2307\$39.99

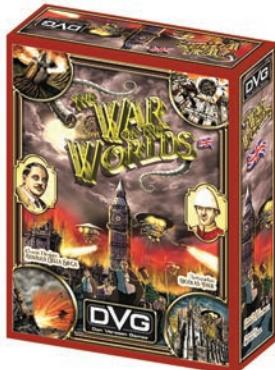
DAILY MAGIC GAMES

**SAILING TOWARD OSIRIS**

Egypt needs a new ruler and the Pharaoh has left no descendants to take the crown. Law dictates that the governor to bury the Pharaoh will become the next Pharaoh, and in order to gain the privilege of burying the Pharaoh you must build monuments in his honor. *Sailing Toward Osiris* is a worker placement game for 2-5 players where you and your friends will be gathering resources, gaining favor from the gods, and utilizing citizen powers to build monuments on the River Nile. Scheduled to ship in June 2018.

DMG STO001\$50.00

DAN VERSSEN GAMES

**WAR OF THE WORLDS**

The War of the Worlds is a solitaire board game that puts you in command of the Human forces in a desperate attempt to defend Earth against the invading Martian Tripods! Scheduled to ship in April 2018.

ENGLAND DV1 039\$59.99

FRANCE DV1 039B\$59.99

JAPAN DV1 039A\$59.99

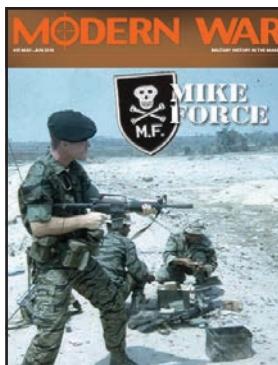
US EAST COAST DV1 039C\$59.99

DECISION GAMES

**MODERN WAR #34: OPAQUE WAR - UKRAINE 2014**

Opaque War: Ukraine 2014 is a simulation of the military conflict between the Ukraine government and the Donbass rebels (the Peoples Republic of Donetsk and the Peoples Republic of Luhansk). Game play begins in April 2014 when the Ukrainian government launched the so-called Anti-Terrorist Operation (ATO), to assert its control over the rebel provinces. There are two players in the game: the Ukrainian government player and the Donbass Rebel player. The Ukrainian Government player assumes the role of the commander of the Ukrainian Regular Army and the nationalist militias, police, and border guard forces. The Rebel player assumes the role of the commanders of the breakaway republics of Luhansk and Donetsk and (eventually) Russian support units.

DCG MW34\$39.99

**MODERN WAR #35: MIKE FORCE**

Mike Force is a solitaire wargame covering US Special Forces Operations in South Vietnam's I Corps and adjoining areas of Laos during the Vietnam War. In *Mike Force*, you play the Free World forces (US, ARVN, Laotian) while the game system controls the Communists (NVA, VC). Communist mobile forces will advance towards critical Free World bases and cities, and if they take them, can win the game. You as the Free World player must use a combination of defensive operations to delay the Communists while your offensive forces hit them in their bases, represented by static units.

DCG MW35\$39.99

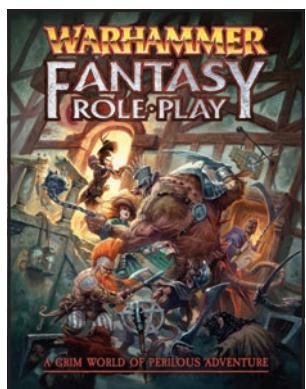
**MODERN WAR #36: COLD START - THE NEXT INDO-PAKISTAN WAR**

Cold Start: The Next Indo-Pakistan War is a strategic-level, two-player wargame of low intermediate complexity that covers the campaign that could occur if the Indians decide to try for the big win over long-time opponent Pakistan. The game's sub-systems are crafted to present a supreme-commanders-eye-view of such a war. It is therefore almost fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards. *Cold Start* takes two experienced players only about two hours to complete, and its adaptable for solitaire play.

DCG MW36\$39.99

THE LONE WOLF ADVENTURE GAME: DELUXE DICE SET

CB7 2218\$14.99

**WARHAMMER FANTASY RPG: 4TH EDITION RULEBOOK**

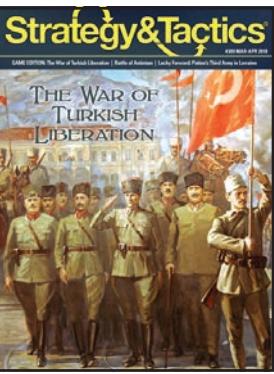
Scheduled to ship in June 2018.

CB7 2400\$59.99

**WARHAMMER FANTASY RPG: 4TH EDITION STARTER SET**

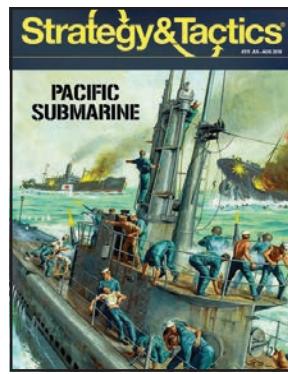
Scheduled to ship in June 2018.

CB7 2401\$29.99

**STRATEGY & TACTICS #309:
THE WAR OF TURKISH LIBERATION**

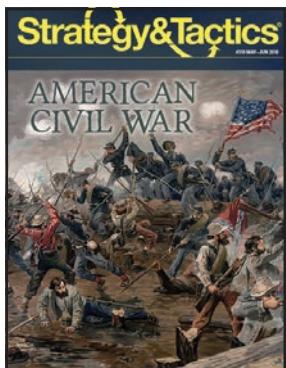
The War of Turkish Liberation begins during the first half of 1920, when the victors of World War I (Greece, France, Italy, and Great Britain) tried to implement the partition of the Ottoman Empire that had been agreed to at the treaty of Srvs. There are two players in this game: the Revolutionary player and the Imperialist player. The Revolutionary player controls the Bolshevik and Turkish Nationalist armies, and the Imperialist player controls the armies of Greece, Armenia, Azerbaijan and Georgia. There are a total of 11 game turns (from Spring 1920 to Autumn 1922). At the end of game turn 11, the Imperialist player wins if he has accrued enough victory. Points for capturing key objectives throughout Turkey and adjacent countries. The Revolutionary player wins if he prevents his opponent from capturing key objectives.

DCG ST-309 \$39.99

**STRATEGY & TACTICS #311:
PACIFIC SUBS**

Germany's U-boats are better known, but the US Navy's submarine fleet achieved the greater victory, bringing the Japanese Empire to its knees by hollowing out its merchant fleet. In this solitaire game, the player represents the skipper of a submarine. Your task is to conduct patrols against the Japanese by supporting the US fleets in combat, ambushing Japanese warships, carrying out covert operations in Japanese territory, and sinking merchant ships and tankers. You can conduct one of several individual patrols, or fight the whole campaign, with a goal of promotion to Captain if you survive. High scores result in promotion; low scores leave you beached.

DCG ST-311 \$39.99

**STRATEGY & TACTICS #312:
ALESIA**

Alesia is a two-player game of the epic battle between Roman and Gallic forces in 52 BC. The battle pitted two of the great Leaders of that era against each other: Julius Caesar and Vercingetorix. This began as a Roman siege of the Gallic fortress at Alesia and concluded with a decisive battle. The Gallic objective is to break out of Alesia and link up with the relief army coming from off the map. The Romans (caught in the middle) objective is to defeat the Gauls and eliminate Vercingetorix. There are two players in the game: Roman and Gauls.

DCG ST-312 \$39.99

DCG ST-312 \$39.99

**WORLD AT WAR #58: STALIN MOVES WEST**

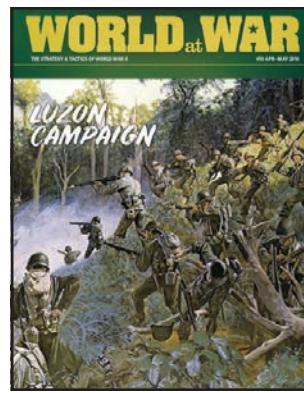
Stalin Moves West is a two-player strategic level hypothetical simulation of a potential World War II campaign in which the Third Reich did not invade the Soviet Union in 1941 and instead Stalin launched an invasion of central and western Europe. The map depicts the Soviet Union (USSR), the Greater German Reich, the General Government (German-occupied Poland), Hungary, Romania, and Slovakia as they were in 1941. The game has several different scenarios which look at various situations in which such a war might have occurred.

DCG WAW-58 \$39.99

WORLD AT WAR #59: THE LUZON CAMPAIGN 1945

The Luzon Campaign, 1945 is a wargame, purpose-designed for solitaire play, which covers the fighting across the main Philippine island of Luzon early in 1945.

DCG WAW-59 \$39.99

**DUDE GAMES****GRUMPF**

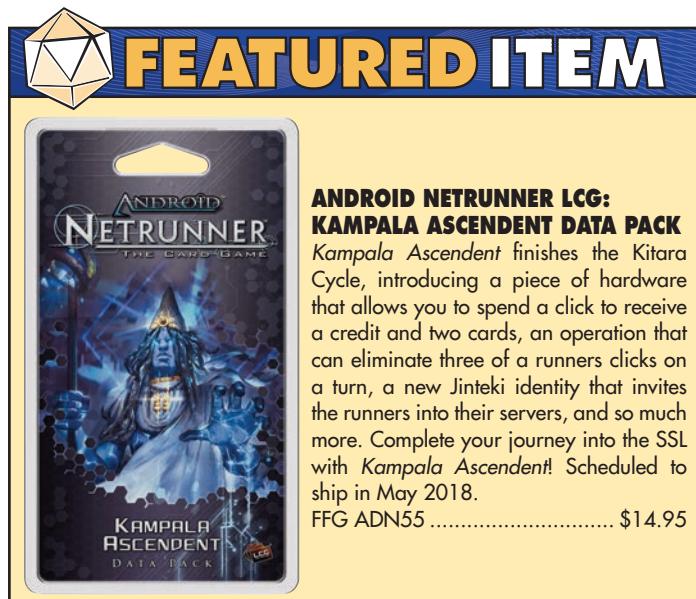
It's hunting season once again and your tribe of Grumpfs has sent its bravest and most capable hunters to find a way into the sacred hunting grounds. Best your rivals by capturing the largest variety of animals! Scheduled to ship in June 2018.

DGM GR01 \$29.99

**OUTLIVE**

2079: Nation states as we know them have been wiped out in a global conflict over the world's supply of clean drinking water. The world's population has been decimated. Only an estimated 30,000 souls survive. Four distinct Tribes eke out a brutal existence in the underground shelters of a blasted world. Their only hope for a better life is "Convoy", an organization that scours the earth in search of Survivors worthy of citizenship in their secret sub-aquatic colonies. Only manpower, equipment, and survival skills matter in Today's World, and only one Tribe will earn the privilege of joining Convoy: the Tribe that has the most to offer. Scheduled to ship in June 2018.

DGM OL01 \$74.99

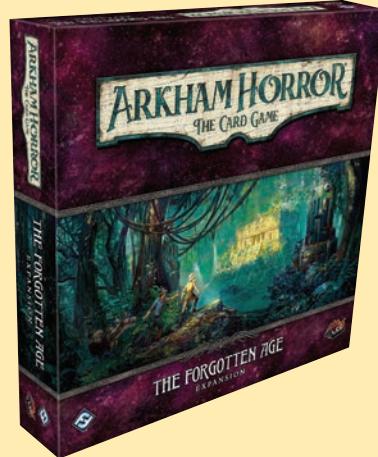
FANTASY FLIGHT GAMES**ANDROID NEGRUNNER LCG:
KAMPALA ASCENDENT DATA PACK**

Kampala Ascendent finishes the Kitara Cycle, introducing a piece of hardware that allows you to spend a click to receive a credit and two cards, an operation that can eliminate three of a runners clicks on a turn, a new Jinteki identity that invites the runners into their servers, and so much more. Complete your journey into the SSL with Kampala Ascendent! Scheduled to ship in May 2018.

FFG ADN55 \$14.95



FEATURED ITEM

**ARKHAM HORROR LCG:
THE FORGOTTEN AGE
EXPANSION**

Join the expedition in *The Forgotten Age* deluxe expansion for *Arkham Horror: The Card Game*! Five new investigators explore dark rainforests and forbidden caverns in search of an ancient Aztec temple, but the truths they uncover could undo our entire understanding of the universe. Will you make the discovery of the lifetime, or will you become lost in time? Scheduled to ship in May 2018.

FFG AHC19 \$29.95

FEATURED ITEM

**STAR WARS: LEGION -
FLEET TROOPERS UNIT
EXPANSION**

With the *Fleet Troopers Unit Expansion*, you can bring those soldier's dedication and readiness for battle to your games of *Star Wars: Legion*. This expansion immediately opens up the options available to your Rebel armies with seven unpainted, easily assembled Fleet Trooper miniatures. An assortment of

upgrade cards lets you customize your Fleet Troopers to match the battles you expect to face. After all, whether you're battling in the tight corridors of a starship or on a more open battlefield, your Fleet Troopers can make the difference in your fights. Scheduled to ship in May 2018.

FFG SWL13 \$24.95

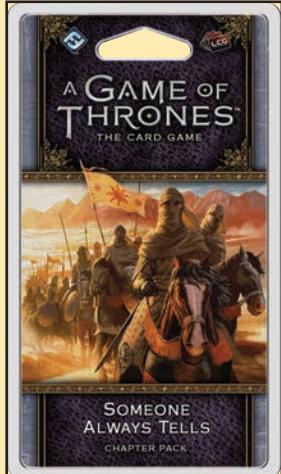


FEATURED ITEM

**A GAME OF THRONES LCG: 2ND
EDITION - SOMEONE ALWAYS
TELLS CHAPTER PACK**

Someone Always Tells is the sixth Chapter Pack of the Flight of Crows cycle for *A Game of Thrones: The Card Game*, and it brings a fitting conclusion to the major themes explored in this cycle. As with the other expansions, you'll find new cards with the bestow keyword, an attachment and a location devoted to the faith of The Seven, and cards that reward players for forging alliances between the factions. You'll also discover plenty of recognizable characters and locations from the saga that you can add to your decks, such as Mace Tyrell, Qyburn, and the Great Sept of Baelor. Scheduled to ship in May 2018.

FFG GT28 \$14.95



FEATURED ITEM

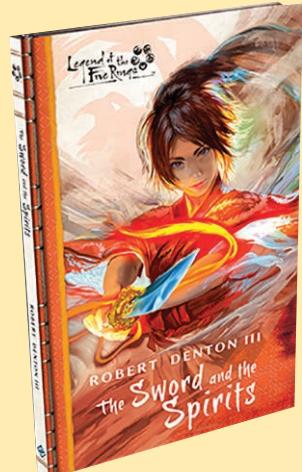
**STAR WARS: LEGION - PRINCESS
LEIA ORGANA COMMANDER
EXPANSION**

From Alderaanian diplomat to leader of the Rebel Alliance, Leia Organa's legacy has been one of inspiration, heroism, self-sacrifice, and leadership. Inside the *Leia Organa Commander Expansion* for *Star Wars: Legion*, you'll find everything you need to add Leia Organa to your army as a commander. A single unpainted, easily assembled miniature beautifully represents Leia Organa on the battlefield, while new upgrade cards allow you to customize how she's represented in the game, and a hand of three new command cards lets you add overarching strategies with Leia Organa's own, unique tactics. Scheduled to ship in May 2018.

FFG SWL12 \$12.95



FEATURED ITEM

**LEGEND OF THE FIVE RINGS:
THE SWORD AND THE SPIRITS
HARDCOVER**

The Sword and The Spirits is an all new Novella featuring over 100 pages of content and focusing on the mystical Phoenix Clan. The novella features a full-color insert as well as two alternate-art cards for *Legend of the Five Rings: The Card Game*! Scheduled to ship in May 2018.

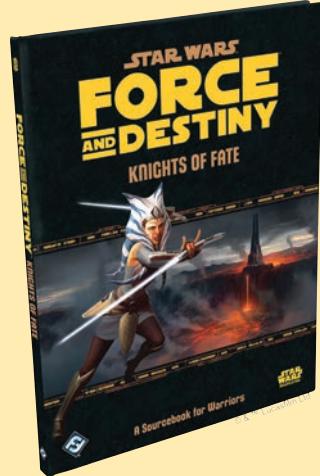
FFG L5N01 \$14.95



FEATURED ITEM

**STAR WARS RPG: FORCE AND
DESTINY - KNIGHTS OF FATE
HARDCOVER**

Knights of Fate is a sourcebook for the *Force and Destiny* Roleplaying Game focused on the Warrior career. Included in its 96 full-color pages are a multitude of character options such as three new species and three new specialization trees that emphasize unique methods of fighting with the Force. New starships, vehicles, droids, weapons, and other equipment will help expand your campaign's richness and variety whether it exclusively utilizes Forces and Destiny or any of the other *Star Wars Roleplaying Game* line. *Knights of Fate* also features



support and guidance for reinforcing the themes and roles of Warriors in the narrative, from suggestions on how they could approach different challenges to the ways in which other character Careers might interact with a Warrior's capabilities and limitations. Scheduled to ship in May 2018.

FFG SWF46 \$29.95

STAR WARS™ LEGION™

Reinforce your armies with
the AT-ST and the T-47 Airspeeder!



AT-ST
UNIT EXPANSION

SWL08 \$49.95



T-47 AIRSPEEDER
UNIT EXPANSION

SWL09 \$29.95



FANTASYFLIGHTGAMES.COM/SWLEGION

Full contents not shown.

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FEATURED ITEM

**STAR WARS X-WING MINIATURES GAME:
SAW'S RENEGADES EXPANSION PACK**

Take the skies with Saw Gerrera and his renegades with the *Saw's Renegades Expansion Pack*! In this expansion, you'll find two ship miniatures — a U-wing and a T-65 X-wing, both pre-painted in the stunning black-and-white paint scheme of Saw Gerrera's freedom fighters. With these ten ship cards and fifteen upgrade cards, plus the maneuver dials, tokens, and rules included in this expansion pack, the *Saw's Renegades Expansion Pack* gives you everything that you need to take the fight to the Empire! Scheduled to ship in May 2018.

FFG SWX74 \$39.95



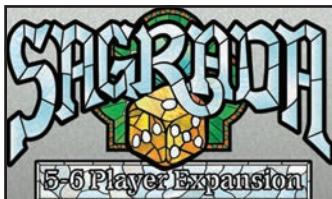
FEATURED ITEM

**STAR WARS X-WING MINIATURES GAME:
TIE REAPER EXPANSION PACK**

Engineered as a high-performance troop transport for in-atmosphere missions, the TIE reaper also made its debut in *Rogue One*. Equipped with advanced ailerons for precise atmospheric maneuvering, thick armor plating, powerful laser cannons, and the capacity to carry elite infantry, this menacing vessel struck fear into Rebel forces across the galaxy. In the *TIE Reaper Expansion Pack*, you'll find the pre-painted TIE reaper miniature, four different ship cards, eleven upgrade cards, a maneuver dial, and all the other tokens that you need to bring the Empire's deadliest troopers into the heat of battle. Scheduled to ship in May 2018.

FFG SWX75 \$29.95

FLOODGATE GAMES

**SAGRADA: 5-6 PLAYER EXPANSION**

More players! More windows! More objectives! More dice! Scheduled to ship in June 2018.

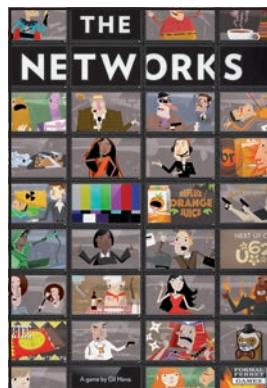
FFG SA02 \$19.95

FIRESIDE GAMES

REMNANTS

The world has ended. Our days are dust and sand. We build what we need to survive from the remnants of the old world... *Remnants* takes place in a post-apocalyptic world. Each player builds a compound and fights to survive Raiders and mutant creatures. Scheduled to ship in June 2018.

FSD 1010 \$39.95

**FORMAL FERRET GAMES****THE NETWORKS**

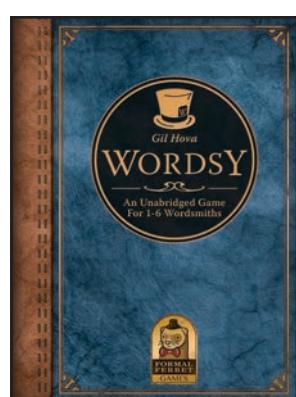
You are the owner of a new television network. All you have are three awful public access shows, a small amount of cash, and endless ambition. Plus it looks like you're not the only new TV network in town... Can you snatch up the best Shows with the most popular Stars and the most lucrative Ads? Can you get enough Shows of the same Genre to make your network stand out? Can you best utilize the powers of the handy Network Cards? Whose network will get the most Viewers and win the game? Scheduled to ship in June 2018.

FRM NETW01 \$50.00

GALE FORCE NINE**STAR TREK ASCENDANCY: DICE**

Scheduled to ship in February 2018.

CARDASSIAN	GF9 ST009 \$10.00
FEDERATION	GF9 ST006 \$10.00
FERENGI	GF9 ST010 \$10.00
KLINGON	GF9 ST007 \$10.00
ROMULAN	GF9 ST008 \$10.00

GALLANT KNIGHT GAMES**WORDSY**

Wordsy is a game of longer words! Over the seven rounds of the game, you are trying to find the single best word on the board. Unlike other word games, you don't need all the letters in your word to be available, but you'll want to use as many as you can. So go ahead and use those really long words; they may just pay off here! Scheduled to ship in June 2018.

FRM WRDY01 \$20.00

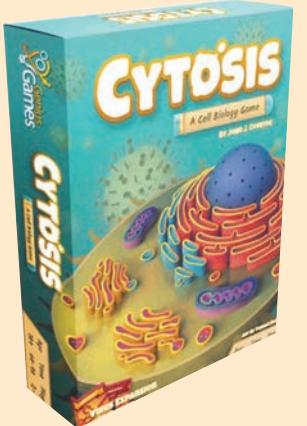
FOR COIN & BLOOD

For Coin & Blood is an old school fantasy roleplaying game with a twist... ...a twist of the knife! Embracing the literary genre known as 'grimdark', and inspired by stories of mercenaries, sellswords and blackguards, *For Coin & Blood* keeps you on your toes, as you tell stories about the terrible things that can happen to people, when they head out in search of coin, passion and revenge... Scheduled to ship in May 2018.

GKG 019 \$15.00

GENIUS GAMES

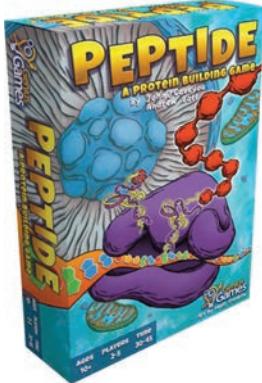
SPOTLIGHT ON



CYTOSIS: A CELL BIOLOGY GAME

Cytosis: A Cell Biology Game transports players inside a human cell and puts them in control! In this biologically accurate worker placement game, players take turns directing the cellular action, like placing workers on available organelles and collecting resources. Players then invest those resources detoxifying the cell and building enzymes, hormones, and hormone receptors — all of which score health points. The healthiest player at the end of the game wins! Scheduled to ship in April 2018.

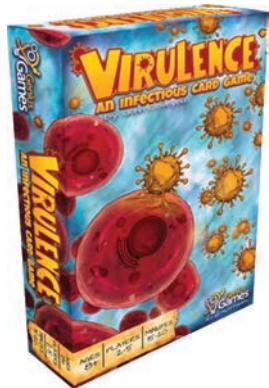
GEN 1002 \$49.99



PEPTIDE: A PROTEIN BUILDING GAME

In *Peptide*, players make thoughtful selections from a number of openly available Organelle Cards creating an interactive open-card-drawing mechanic. Selected Organelle Cards award players with either resources or actions. Each player uses their resources and actions to link Amino Acid cards side-by-side, in an effort to build the protein chain worth the most points! Scheduled to ship in April 2018.

GEN 1002 \$19.99



GEN 1005 \$19.99

Shiba Inu House

Why Do You Play?

Dogny Go!
Take Your Licks!

DOUBLE FEATURE

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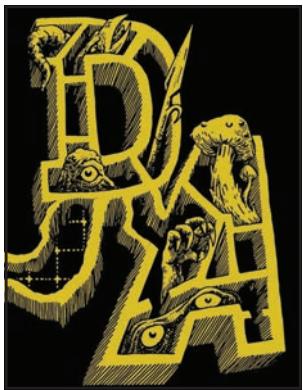
KITTY PAW

TO HAVE FUN!

RENEGADE GAME STUDIOS

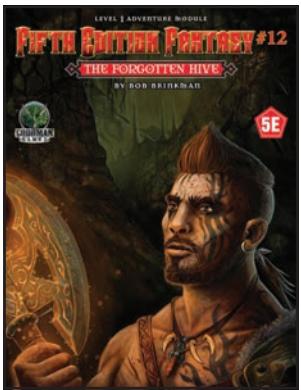
www.renegadegames.com

GOODMAN GAMES

DUNGEON ALPHABET:
HARDBACK SOURCEBOOK

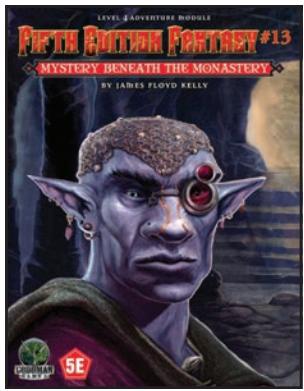
A is for Altar, B is for Books, and C is for Caves: the *Dungeon Alphabet* features advice, hints, and randomized tables that bring new life to your adventures. Scheduled to ship in April 2018.

EXPANDED FOIL
IMP GMG4385G \$29.99
LEATHERBOUND
IMP GMG4385U \$100.00

FIFTH EDITION FANTASY #12:
THE FORGOTTEN HIVE

Beneath the crumbling walls of a keep lies an unexplored warren of caverns stretching into unknown darkness. Within its depths, an ancient evil stirs, and is hungry. Forgotten horrors, once relegated to legend, are on the move — with only your band of heroes between them and their goal! *The Forgotten Hive* is a Level 1 *Fifth Edition Fantasy* adventure. Scheduled to ship in April 2018.

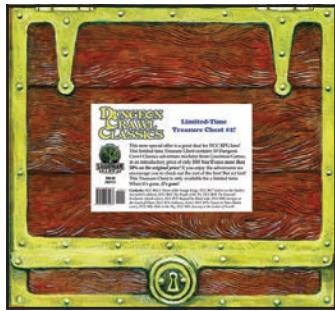
IMP GMG55512 \$9.99



FIFTH EDITION FANTASY #13: MYSTERY BENEATH

THE MONASTERY

Deep beneath the Trayban Monastery, a group of monks has gone missing. Your party is sent into the treacherous tunnels to find them, but you weren't expecting to do battle with crystalline creatures that hunger for gemstones! *Mystery Beneath the Monastery* is a Level 4 *Fifth Edition Fantasy* adventure. Scheduled to ship in April 2018. IMP GMG55513 \$9.99



FIFTH EDITION FANTASY: TREASURE CHEST #2

A Treasure Chest of Savings! Specially designed to hold up to 20 modules, this value packed box collects the following *Fifth Edition Fantasy* modules: FEF1: Glitterdome, FEF2: The Fey Sisters' Fate, FEF3: The Pillars of Pelagia, FEF4: War-Lock, FEF5: Into the Dragon's Maw, FEF6: Raiders of the Lost Oasis, FEF7: Fantastic Encounters, FEF8: Eye of the Leviathan, FEF9: The Fallen Temple, and FEF10: The Castle in the Sky. Scheduled to ship in March 2018. IMP GMGTC5 \$50.00

GOTHA GAMES

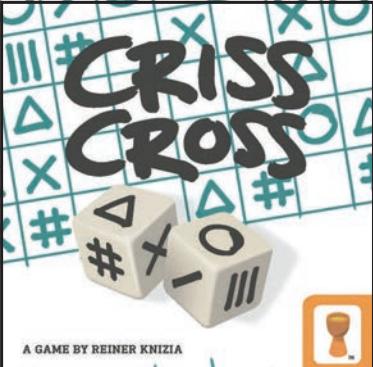
TADMOR

Scheduled to ship in March 2018. HPS GOT100 \$55.00

GRAIL GAMES

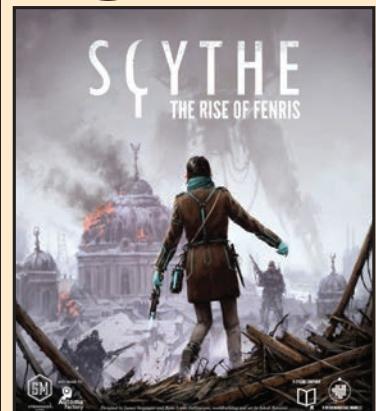
CRISS CROSS

In *Criss Cross*, an extremely accessible, roll-and-write game from the prolific Reiner Knizia, players roll the dice and enter the symbols on their sheet. The catch? All players have the same symbols to use, but finding the best place to put 'em isn't easy! Can you score the highest? Keep an eye on all your columns and rows to win! This Grail Games Edition includes advanced rules for those who like a challenge. Scheduled to ship in April 2018. IMP GRL0505 \$12.99



GREATER THAN GAMES

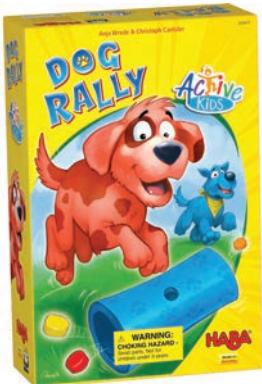
SPOTLIGHT ON



SCYTHE: THE RISE OF FENRIS

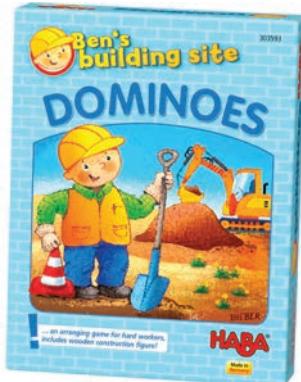
Empires have risen and fallen in the aftermath of the Great War, and Europa stands on the precipice of a new era. The economy is robust, morale is high, and defenses are strong. There are reports from the countryside of strange soldiers with glowing eyes, but they seem distant and harmless. *The Rise of Fenris*, the conclusion to the *Scythe* expansion trilogy, enables two different options for any player count, and comes complete with a detailed episodic guidebook, 13 plastic miniatures, 62 wooden tokens, two custom dice, and over 100 cardboard tokens. Scheduled to ship in August 2018. GTG STMTBA PI

HABA USA



DOG RALLY ACTIVE KIDS

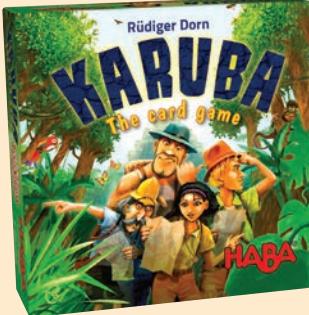
Let's get rolling! The rolling toy moves quickly across the floor, and colorful treats fly out from both sides. Now, the players need to be quick! Pretend to be a dog and chase the rolling toy. The first player to collect the right dog treats will win the Dog Rally! Scheduled to ship in May 2018. HAB 303617 \$21.99



BEN'S BUILDING SITE DOMINOES

Ben is happy to be at his building site. But oh no! What on earth happened here? The digger is next to the building site sign, the truck is behind the cement mixer. Who can help Ben get the chaos on the building site organized and place the items neatly next to each other? With a little luck, and a good overview, you can be the first to get rid of all your cards. Scheduled to ship in May 2018. HAB 303593 \$7.99

SPOTLIGHT ON



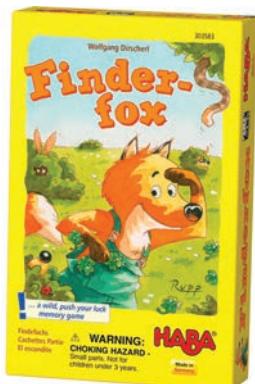
KARUBA THE CARD GAME

Players carefully select two path cards from their hand and try to outwit the other players. The person with the lowest sum loses a card. They then use the cards to create a network of pathways to connect their adventurers with the temples. Who will best guide their adventurers through the jungle? At the end of the game, the winner is the player who collects the most points with valuable treasure and temples. Scheduled to ship in May 2018. HAB 303589 \$21.99



RHINO HERO ACTIVE KIDS

Watch Out! The spider monkeys want to throw gross slime balls at the city residents. Rhino Hero and his friends are needed: players grab the slime balls & balance them on their super hero's cape, transporting them as quickly as possible to their hero headquarters. Heroes can't let themselves get flustered by the other players. They need skill and courage to carry more & more slime balls out of the city with each round. Scheduled to ship in May 2018. HAB 303615 \$15.99



FINDER FOX

Felix Finderfox and his friends are playing hide and seek! But who is hiding behind the bush? The friends can be found by using strong memory skills, and by having a little good luck. Players earn valuable shamrocks along the way. The first player who gets three shamrocks wins the game. Scheduled to ship in May 2018. HAB 303583 \$11.99



SOCKEN ZOCKEN ACTIVE KIDS

You're allowed to make a complete mess with your socks! The players slip into the role of little sock monsters, run between the various laundry baskets and quickly distribute their socks. You'll be exhausted and out of breath. But watch out, there are some important sock rules, and dirty socks create additional chaos. Scheduled to ship in May 2018. HAB 303612 \$21.99

HIT POINT SALES

DARKEST NIGHT 2ND EDITION
HPS VPG09022 \$139.00

**DARKEST NIGHT 2ND EDITION
MINIATURES SET**
HPS VPG09023 \$85.00

ELDER DICE SET: (9)
ASTRAL STAR POLY BLUE
HPS IBEDPA01 \$19.00
CTHULHU POLY RED
HPS IBEDPC01 \$19.00
D6 CTHULHU RED
HPS IBED6C01 \$11.25
D6 LOVECRAFT ELDER SIGN GREEN
HPS IBED6L01 \$11.25
LOVECRAFT ELDER SIGN POLY GREEN
HPS IBEDPL01 \$19.00

POLYHERO DICE ROGUE SET
MIDNIGHT BLUE
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NIGHTSHADE
HPS GSUA3001 \$30.00
PALACE PURPLE
HPS GSUA3003 \$30.00
ROGUISH ROUGE
HPS GSUA3006 \$30.00
TOP BRASS
HPS GSUA3005 \$30.00
VICIOUS VENOM
HPS GSUA3004 \$30.00

IDW GAMES



**MASQUE OF THE RED DEATH
(EDGAR ALLEN POE)**

As nobles at a magnificent masquerade ball, you & your friends all vie to improve your social standing. Based on the classic sinister story, the game puts you & up to six of your friends against each other, go against each other as you hobnob with the Prince. Beware, disaster strikes at midnight. You must balance your actions carefully between currying the Prince's favor and discovering which rooms the Red Death will visit. After all, having the highest social standing only matters if you survive.

IDW 01379 \$59.99

JOHN WICK PRESENTS



**7TH SEA RPG: 2ND EDITION -
THE COLONIES**

Scheduled to ship in June 2018.
JWP 1010 \$39.99

KONAMI DIGITAL ENTERTAINMENT



**YU-GI-OH! TCG:
DARK SAVIORS
BOOSTER DISPLAY (24)**

Dark Saviors reinvents the Vampires of Yu-Gi-Oh! with a new series of cards that can enslave your opponent's monsters for your own nefarious schemes with a single bite! You can build a Vampire Deck with just the cards in Dark Saviors, but you can make your Deck even stronger with the new 'Vampire' Link Monster from Flames of Destruction and cards from Structure Deck: Lair of Darkness. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83768 \$95.76



**YU-GI-OH! TCG:
FLAMES OF DESTRUCTION
BOOSTER DISPLAY (24)**

Flames of Destruction closes out the first Dueling season of the Yu-Gi-Oh! VRAINS era with a bang! This 100-card expansion for the Yu-Gi-Oh! Trading Card Game shakes things up with new cards for established Deck themes, a brand-new Link Monster theme that can be played as its own Deck or spliced into existing strategies, the return of the Elemental Lords, and more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83722 \$95.76

www.CalliopeGames.com

THE MANSKY CAPER

An offer you can't de-fuse!

Work together. Help yourself.
Don't get blown up!

KON 83768 \$95.76

**YU-GI-OH! TCG: FLAMES OF DESTRUCTION SPECIAL EDITION BOX DISPLAY (10)**

Each box of *Flames of Destruction Special Edition* includes 3 booster packs of *Flames of Destruction*, along with 1 of 2 Super Rare variants of sought-after cards as well as 1 of 2 Super Rare variant preview cards from the upcoming Summer 2018 booster set! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83751 \$99.90

**YU-GI-OH! TCG: LAIR OF DARKNESS STRUCTURE DECK DISPLAY (8)**

Playable straight out of the box and featuring cards that are right at home in Decks built using monsters from the *Dark Saviors* special booster set, each *Lair of Darkness Structure Deck* for the *Yu-Gi-Oh! Trading Card Game* comes with a Beginner's Guide and a Double-sided, Deluxe Game Mat/Dueling Guide. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83790 \$79.92

LEVEL 99 GAMES**PIXEL TACTICS: LEGENDS EXPANSION**

Classic heroes return to fight again! Step back into the Golden Age of strategy card games with *Pixel Tactics*! Recruit your heroes, build your unit, and take your forces to battle against your opponent in a light-yet-deep tactical duel. This set contains cards previously out of print from the *Pixel Tactics* minipacks, but are updated and now together in one box. Scheduled to ship in April 2018.

IMP L99PTLEG \$14.95

**PROFESSOR TREASURE'S SECRET SKY CASTLE EXPANSION**

Each round, the layout of the castle will change the explorers available to you and the order they will come out will also change. Deploy your explorers to reclaim valuable treasures, but keep in mind their individual speeds for acting rival explorers who come later can still grab the treasure first, if they are faster! Strategically block treasures from your opponent, and secure keys to unlock chests that you plan to grab. It takes careful planning to make the best possible use of your time and resources each round! Scheduled to ship in April 2018.

IMP L99DLPTC \$25.00

KOPLOW GAMES**OPAQUE: POLY JUMBO ASSORTMENT IN BAG (25)**

Scheduled to ship in March 2018.

D4 KOP 06111 \$50.00
D6 KOP 06114 \$50.00
D8 KOP 06117 \$50.00
D10 KOP 06120 \$50.00
D12 KOP 06123 \$50.00
D20 KOP 06126 \$50.00
DT10 TENS10 KOP 06107 \$50.00

TRANSPARENT: POLY JUMBO TUBE SET BLUE (7)

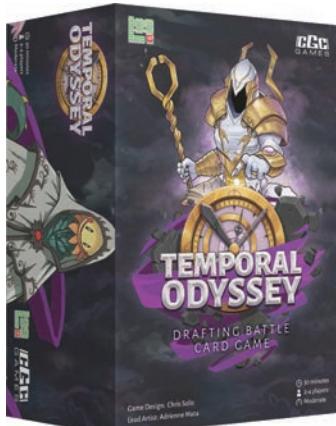
Dice Scheduled to ship in March 2018.

ASSORTMENT (HOOK TOP)	
KOP 19248 \$3.00
ASSORTMENT (PLASTIC BOX)	
KOP 19250 \$3.00
ASSORTMENT (PLUG TOP)	
KOP 19249 \$3.00

**TRANSPARENT: POLY JUMBO BLUE DIE**

Scheduled to ship in March 2018.

D4 \$3.00
D6 \$3.00
D8 \$3.00
D10 \$3.00
KOP 19047 \$3.00
DT10 TENS10 \$3.00
KOP 19048 \$3.00
D12 \$3.00
KOP 19046 \$3.00
D20 \$3.00
KOP 19045 \$3.00



battle in every decision you make during the game. Scheduled to ship in April 2018.

IMP L99TE001 \$29.95

MANTIC ENTERTAINMENT**STAR SAGA**

Scheduled to ship in June 2018.

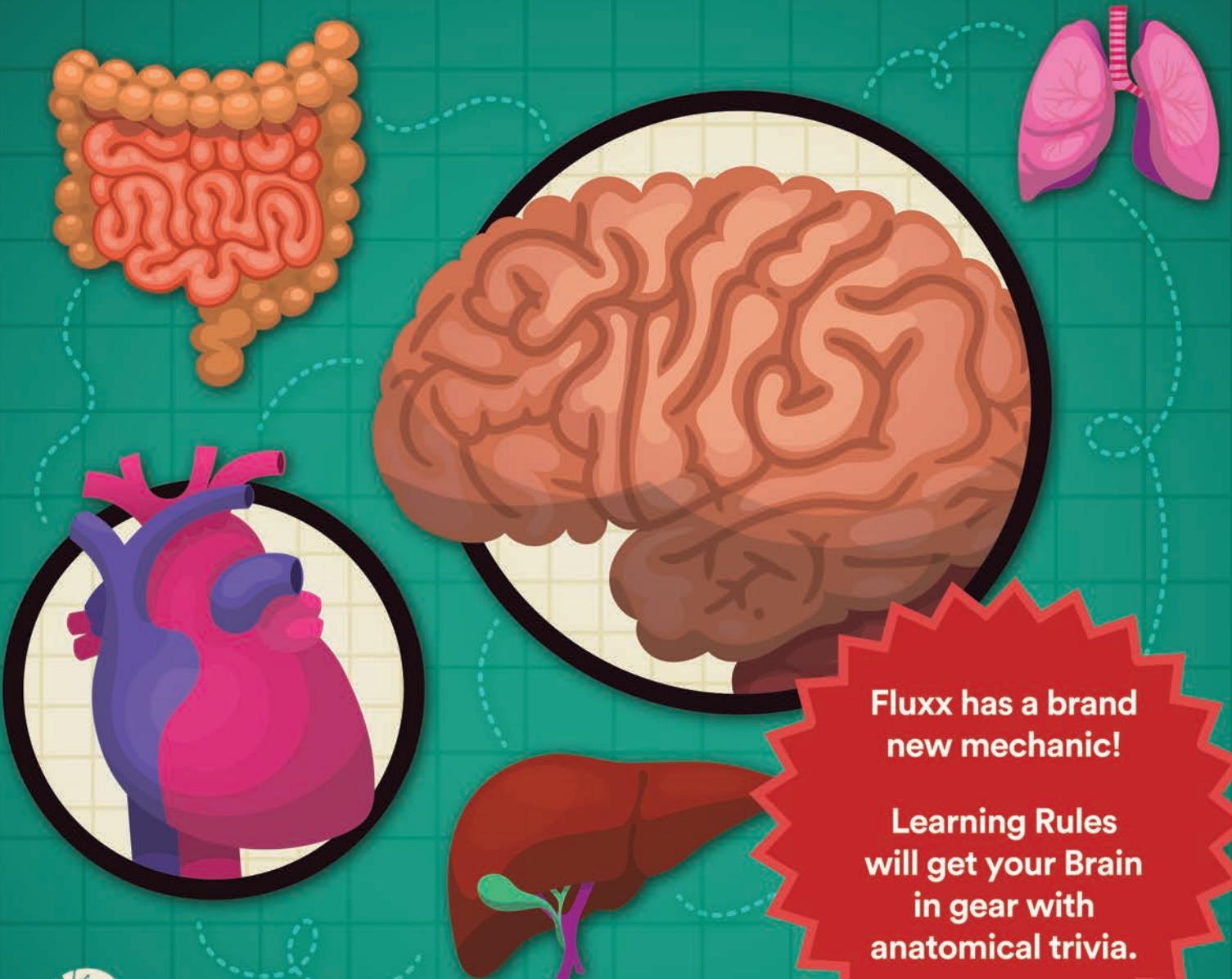
**NAMELESS GOLIATH**

MGE MGSS401 \$39.99

**NAMELESS MINION BOOSTER**

MGE MGSS308 \$24.99

ANATOMY FLUXX®



Fluxx has a brand new mechanic!

Learning Rules
will get your Brain
in gear with
anatomical trivia.



TERROR IN THE DEEP EXPANSION

The once peaceful Nameless are leaving their home worlds and expanding further into GCPS space. Their distinctive ships have been spotted on abandoned trade routes before quickly disappearing into slip space. Seemingly random attacks on GCPS monitoring posts are taking place throughout the galaxy. Now the Council has received information that a group of Nameless has settled on a planet on the edge of Corporation space, building a hi-tech biosphere deep beneath the ocean. Blaine and his team of mercenaries have been

hired to find out why the Nameless are making these incursions into GCPS space, while also stealing any samples of the arcane technology used by these mysterious beings. But heading underwater, into the natural environment of the Nameless, could prove to be their most dangerous mission yet.

MGE MGSS105.....\$49.99

MINION GAMES



IMP MNI-MM100.....

\$64.99

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

It's been 20 years since the invention of the atomic bomb, and the superpowers of the world have remained embroiled in an ever-escalating arms race. The production of fissile material no longer poses a challenge for any nation. Instead, the race has switched to the development of a wide range of delivery systems. In a crisis, your nation will need to strike faster and farther from land, sea, and air. Take charge of your nation's 'Nuclear Triad' and always remember: credible threat is your most effective deterrent! *Minutes to Midnight* is a standalone sequel based on *The Manhattan Project*. Scheduled to ship in April 2018.

MATTEL TOYS



MECARD: CARRY CASE

For the true Mecard fan and collector, this case fits up to 15 Deluxe Mecardimals & has side compartments to hold game cards. Adjustable rails let you reconfigure your storage to accommodate both Deluxe and Jumbo Mecardimals and your Launch Rails. Pack up your Mecardimal world and take it on the go for head-to-head battle anywhere! Mecardimals and cards not included. Colors and decorations may vary. Scheduled to ship in April 2018.

MAT FXC70.....PI



MECARD: DELUXE MECARDIMAL ASSORTMENT (9)

This assortment of Deluxe Mecardimals includes heroes and villains from the world of Mecard, and each Mecardimal comes with three playing cards—one each in bronze, silver, and gold so kids can go head to head with their friends in competitive play. Includes one Deluxe Mecardimal and three game cards. Scheduled to ship in April 2018.

MAT FXP21.....PI



MECARD: MEGA DRAKONA

Draka explodes into an awesome dragon with a huge wingspan. Game play can involve the Deluxe Mecardimal rolling right through Draka and onto a 'magical' game card, which transforms the Mecardimal into its own powerful warrior! Kids can also roll the Deluxe Mecardimal down the back of the newly transformed Draka to battle their opponents in rounds of pop-up game play. Includes an exclusive, super-powered game card. Scheduled to ship in April 2018.

MAT FWY67.....PI

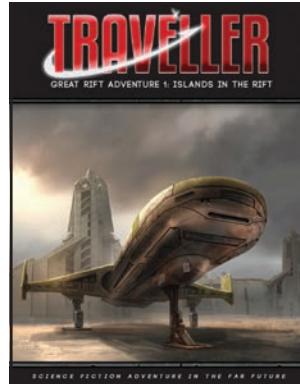


MECARD: MECARDIMAL JUMBO ASSORTMENT (2)

Choose from two Jumbo Mecardimals, Mecard Neo in blue and Mecard Ex in purple (sold separately). Each Mecardimal is impressive in size and comes with three playing cards. Mecard fans will love the bright, vivid, game-authentic designs and the awesome card-activated transformations of Mecardimals into fierce battling warriors. Includes one Jumbo Mecardimal and three game cards. Scheduled to ship in April 2018.

MAT FXP34.....PI

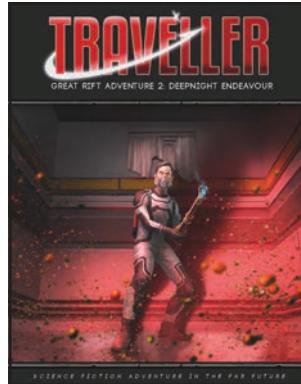
MONGOOSE PUBLISHING



GREAT RIFT ADVENTURE 1: ISLANDS IN THE RIFT

In *Great Rift Adventure 1: Islands in the Rift*, the Travellers are sent to Amondiage in the Old Islands subsector to pick up a starship. Their mission is to take it to Zufleucht for transfer into Imperial space behind the claw in Deneb or the Trojan Reach. However, the task is not simple; the ship is not sitting on a berthing pad at Amondiage—it is in fact on an entirely different world and not in a flyable condition. The Travellers will need to make a detour to collect a hidden stash of data before transit to Zufleucht, and there are those who want to get their hands on it first. Scheduled to ship in May 2018.

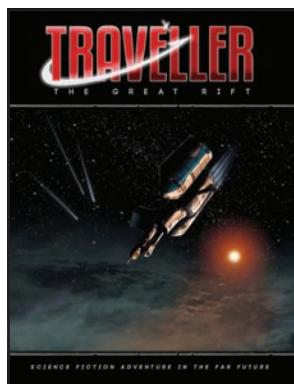
MGP 40015.....\$14.99



GREAT RIFT ADVENTURE 2: DEEPNIGHT ENDEAVOUR

A terrifying struggle against a truly alien force in the depths of the *Great Rift*! *Great Rift Adventure 2: Deepnight Endeavour* takes place aboard a derelict exploration vessel which the Travellers must enter to locate fuel. With no way to get home, they discover there are survivors, and that the ship has taken aboard a malevolent entity seeking to reach an inhabited planet. The Travellers might simply try to escape or they could attempt to destroy the entity, but they will face opposition from the original crew as well as the entity itself. Scheduled to ship in May 2018.

MGP 40014.....\$19.99

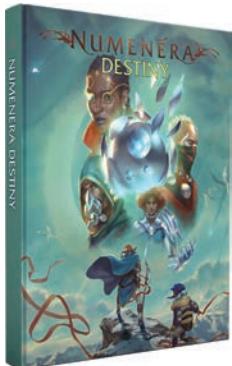


THE GREAT RIFT BOX SET

The Last Great Unknown in Charted Space. Only the boldest dare venture into the depths of the Great Rift, crossing the abyss of empty space to find unexplored star systems and forgotten wonders. Deep in the Great Rift lie ancient mysteries, strange alien races and human cultures who have not seen offworld contact in centuries. Portside rumours speak of giant creatures capable of interstellar flight, and of starship wrecks belonging to no known race. From the cold war of the Islands Cluster to the isolation of the Boulderfield, the Great Rift is a place of varied and insidious danger. A miscalculated jump means a slow death in deep space yet Travellers are willing to take the risk. Scheduled to ship in May 2018.

MGP 40013.....\$69.99

MONTE COOK GAMES

**NUMENERA RPG: DESTINY**

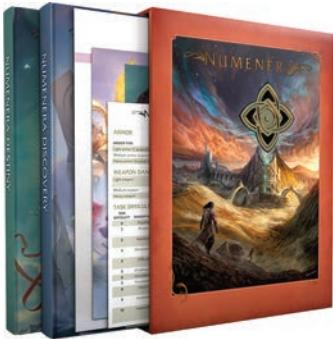
Explore the ruins of aeons past to gather amazing treasures and help build a new future for a world struggling in darkness. *Numenera Destiny* is a second corebook focused on building a better future for the Ninth World. *Numenera Destiny* is compatible with all existing supplements. Scheduled to ship in June 2018.

MKG 160.....\$59.99

**NUMENERA RPG: DISCOVERY**

Explore the ruins of aeons past to gather amazing treasures and help build a new future for a world struggling in darkness. *Numenera Discovery* revises the original *Numenera* corebook with streamlined rules, loads of new character options, new adventures, and more. *Numenera Discovery* is compatible with all existing supplements. Scheduled to ship in June 2018.

MKG 159.....\$59.99

**NUMENERA RPG: DISCOVERY AND DESTINY SLIPCOVER**

The *Numenera RPG: Discovery And Destiny Slipcover* includes both *Numenera Discovery* and *Numenera Destiny* together in a beautiful slipcase with extra content and a handsome Order of Truth medallion. Scheduled to ship in June 2018.

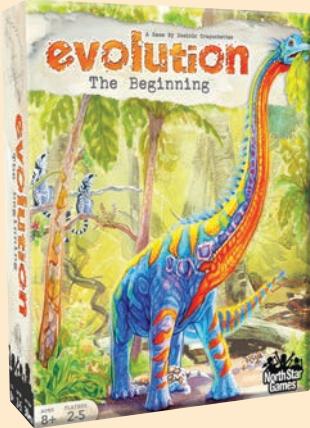
MKG 161.....\$119.99

NORTH STAR GAMES

SPOTLIGHT ON**EVOLUTION: THE BEGINNING**

In *Evolution: The Beginning*, you will adapt your species to succeed in a dynamic ecosystem where food is scarce and predators roam. Traits like Flight and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With hundreds of ways to evolve your species, every game unfolds in a beautifully unique way. Based on *Evolution*, the groundbreaking and highly popular strategy game seamlessly integrating game mechanics with the evolution theme, *Evolution: The Beginning* is the perfect casual strategy game to play with 3-5 family and friends. With 2 players, it is a highly strategic battle of wits. Scheduled to ship in March 2018.

NSG 580.....\$24.99

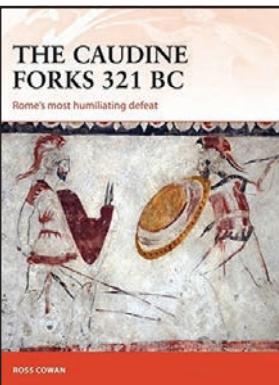


OSPREY PUBLISHING

X PLANES #8**BACHEM BA 349 NATTER****BACHEM BA 349 NATTER**

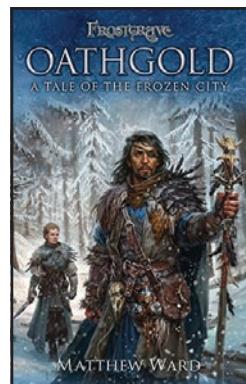
The Bachem Ba 349 Natter was a secretive, vertical take-off, single-seat rocket interceptor intended to offer high-speed defense of key targets. This radical aircraft offered Luftwaffe an inexpensive means with which to intercept and attack Allied heavy bombers using a vertically-launched, semi-expendable machine built of wood and armed with a nose-mounted 'honeycomb' battery of spin-stabilized air-to-air rockets, as well as cannon armament. Illustrated with contemporary photographs and stunning commissioned artwork, this study examines this inventive yet ultimately unsuccessful attempt by the Luftwaffe to defend against the tide of Allied aircraft that was bombing German cities into the ground.

OSP XPL008.....\$20.00

**THE CAUDINE FORKS 321 BC****ROME'S MOST HUMILIATING DEFEAT**

In its long history, Rome suffered many defeats, but none were as humiliating as the Caudine Forks in 321 BC. Rome had been at war with the Samnite League since 328 BC. The rising powers vied for supremacy in central and southern Italy, and their leaders were contemplating the conquest of Italy. The new Roman consuls of 321 BC were the ambitious, but militarily inexperienced, Veturius Calvinus and Postumius Albinus. They were determined to inflict a massive blow on the Samnites but their troops were instead surprised, encircled, and destroyed. The survivors were forced to retreat under the yoke in a humiliation worse than death.

OSP CAM322.....\$24.00

**FROSTGRAVE: OATHGOLD - A TALE OF THE FROZEN CITY**

Valdomar is a wizard for hire. Thanks to his magical talents, he is a tracker and bounty-hunter without peer, with a reputation for honor and fair-dealing. However, when his reckless apprentice lands him in prison, he must accept a deal with a crime boss in order to obtain his freedom. Forced to scour the ruins of Frostgrave in search of a young woman who stole an unknown magical treasure, he finds more questions than answers. Who is this young woman? What did she steal? And why did she run? More importantly, why is another famous bounty-hunting wizard also on her trail? As the chase continues, Valdomar finds that his honor is tested time and time again. Which oaths will be broken and which will remain sacred? In the end, the greatest question remains: Can a wizard keep his word in the ruins of the Frozen City?

OSP FGV010.....\$8.99

**THE GERMAN SOLDIER'S POCKET MANUAL**

1914 - 1918

GERMAN SOLDIER'S POCKET MANUAL

This is the first Pocket Manual to be dedicated to the German Army in World War I, with chapters comprising of complete documents or extracts drawn from two major sources: the German Army of 1914-1918 itself, or the intelligence sections of other armies. It describes the new tactics and units developed by the German army during the war, including the myths surrounding Stormtrooper units. These new methods used came about due to interaction between the opposing forces and tended to be incremental in their appearance. Nevertheless the new ideas were hugely influential and important not only to the German army but to others as well, including the British and American forces. Utilizing a wide range of sources, including various pamphlets and manuals that were produced throughout World War I, this fascinating pocket manual gives a German perspective to World War I.

OSP PKT012.....\$18.00

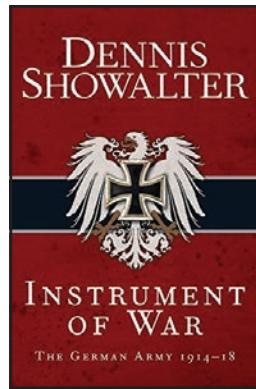


NSKN

MISTFALL: CHRONICLES OF FROST

Chronicles of Frost is a fast playing adventure game that can be played competitively, cooperatively or solo (with a single hero). Scheduled to ship in June 2018.

NSK 021.....\$34.99



INSTRUMENT OF WAR: THE GERMAN ARMY 1914-18

Drawing on more than a half-century of research and teaching, Dennis Showalter presents a fresh perspective on the German Army during World War I. Showalter surveys an army at the heart of a national identity, driven by — yet also defeated by — warfare in the modern age, that struggled to capitalize on its victories, and ultimately forgot the lessons of its defeat. Exploring the internal dynamics of the German Army, detailing how the soldiers coped with the many new forms of warfare, Showalter shows how the army's institutions responded and how Germany itself was changed by war.

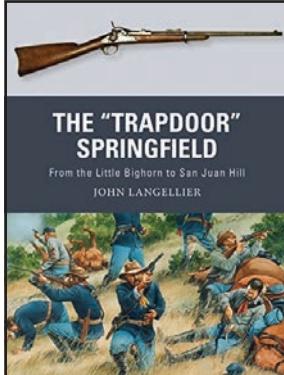
OSP GM308 \$16.00



LAST DAYS: ZOMBIE APOCALYPSE - A GAME OF SURVIVAL HORROR

Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face — mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat.

OSP PLZA001 \$30.00



LATIN AMERICAN WARS 1900-1941: BANANA WARS, REVOLUTIONS AND BORDER CONFLICTS

From the Mexican Revolution to the Zapatista War, in the first 40 years of the 20th century the nations of Central and South America were frequently disturbed by border clashes, civil wars, and revolution. Many of these conflicts became known as 'Banana Wars.' Covering wars crossing the length and breadth of the continent, this is the fascinating account of the wars that helped shape modern Latin America.

OSP MAA519 \$20.00



P-39/P-400 AIRACOBRA VS A6M2/3 ZERO-SEN: NEW GUINEA 1942

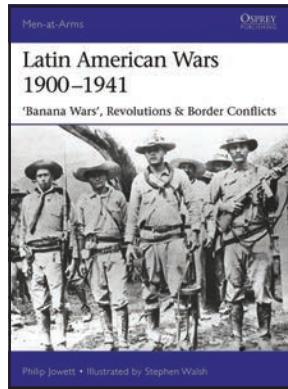
After the huge advances made in the early months of the Pacific War, it was in remote New Guinea where the advance of Imperial Japanese Naval Air Force (IJNAF) A6M Zero-sen fighters was first halted due to a series of offensive and defensive aerial battles ranging from treetop height up to 30,000 feet. Initially, the IJNAF fought Australian Kittyhawks, but by May 1942 the latter had fought themselves into oblivion, and were relieved by USAAF P-39 and P-400 Airacobras. Using specially commissioned artwork, contemporary photographs, and testimony, this fascinating study explains how, despite their initial deficit in experience and equipment, the Airacobras managed to square the ledger and defend New Guinea.

OSP DUE087 \$20.00

TRAPDOOR SPRINGFIELD: FROM THE LITTLE BIGHORN TO SAN JUAN HILL

A simple and cost-effective weapon, it was used, along with its variants in every US conflict in the three decades after the Civil War, especially on the American frontier. Drawing upon first-hand accounts from US soldiers, their Native American opponents, and users such as buffalo hunters, this is the story of the Trapdoor Springfield, one of the defining weapons of the Indian Wars.

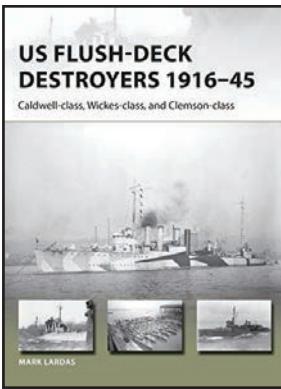
OSP WEAP062 \$14.00



US AIRBORNE SOLDIER VS GERMAN SOLDIER: SICILY, NORMANDY, OPERATION MARKET GARDEN, 1943-44

The US Airborne force fielded some of the toughest, best-trained, and most resourceful troops of World War II — all necessary qualities in a force that was lightly armed and which would in most operational circumstances be surrounded from the moment it landed on the battlefield. The German Wehrmacht grew to rely on a series of defensive measures to combat the airborne threat, including fortifications, localized reserves, and special training to help intercept and disrupt airborne troops both in the air and on the ground. Using specially commissioned artwork, this book examines the development of the American airborne forces that spearheaded the Allied effort in Sicily, Normandy, and Operation Market Garden, and the German countermeasures that evolved in response to the threat of Allied airborne landings.

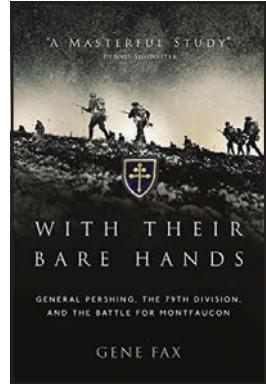
OSP CBT033 \$20.00



US FLUSH-DECK DESTROYERS 1916-45: CALDWELL-CLASS, WICKES-CLASS, AND CLEMSON-CLASS

Devised immediately prior to and during the United States' involvement in World War I they dominated the US Navy's destroyer forces all the way through to World War II. They were deployed on North Atlantic and Norwegian Sea convoys, and virtually everywhere in the Pacific, from Alaska to Australia. Fifty were given to Great Britain in its hour of need in 1940, and many would serve in other navies, fighting under the Soviet, Canadian, Norwegian, and even the Imperial Japanese flags. Fully illustrated throughout with commissioned artwork and contemporary photographs, this volume reveals the operational history of these US Navy ships that fought with distinction in both World Wars.

OSP NVG259 \$18.00



WITH THEIR BARE HANDS: GENERAL PERSHING, THE 79TH DIVISION, AND THE BATTLE FOR MONTFAUCON

With Their Bare Hands traces the fate of the US 79th Division-men drafted off the streets of Baltimore, Washington, and Philadelphia—from their training camp in Maryland through the final years of World War I, focusing on their most famous engagement: the attack on Montfaucon, the most heavily fortified part of the German Line, during the Meuse-Argonne Offensive in 1918. Using the 79th as a window onto the American Army as a whole, Gene Fax examines its mistakes and triumphs, the tactics of the AEF commander-in-chief General John J. Pershing, and how the lessons it learned during the Great War helped it to fight World War II. Drawing upon original documents, including orders, field messages, and the letters and memoirs of the soldiers themselves, some of which have never been used before, Fax tells the engrossing story of the 79th Division's bloody involvement in the final months of World War I.

OSP GM309 \$22.00

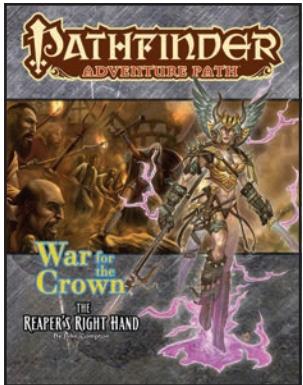
PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: ULTIMATE EQUIPMENT ADD-ON DECK

There's everything a stalwart adventurer needs inside this deck of boons, fresh from the finest armories and storehouses in Golarion. Containing new weapons, armors, items, and other cards, the *Ultimate Equipment Add-On Deck* can be used with any *Pathfinder Adventure Card Game* character or Adventure Path. Or you can play with the character included in this 109-card box: Reiko, the iconic ninja. Suit up with the *Ultimate Equipment Add-On Deck*! Scheduled to ship in June 2018.

\$19.99

**PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 5 - THE REAPER'S RIGHT HAND**

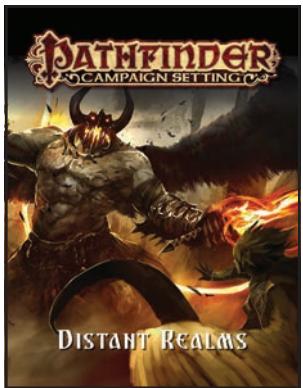
The War for the Crown has mutated into a war of mutually assured destruction that may tear all of Taldor down. To save the nation — and perhaps their own conscience — the heroes must slip their mortal bonds and find the First Emperor of Taldor in the infinite planar city of Axis. But things are not as they should be in the First Emperor's resplendent halls. Can the heroes save not just Taldor, but the legend who founded it, or will they discover the hard way that even a city of light casts long shadows? Scheduled to ship in June 2018.

PZO 90131 \$24.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - BATTLEFIELD**

Assemble battle lines against the enemy with *Flip-Mat Classics: Battlefield*. This durable Flip-Mat provides two ready-to-use scenes on which adventurers can hold strategic territory, vanquish deadly foes, and wave their banners. Be ready to draw your weapons and raise your bucklers when using *Flip-Mat Classics: Battlefield*! Scheduled to ship in May 2018.

PZO 31015 \$13.99

**PATHFINDER RPG: CAMPAIGN SETTING - DISTANT REALMS**

The multiverse is wide, wondrous, and full of fantastic places for adventurers to explore! *Pathfinder Campaign Setting: Distant Realms* details six extraplanar cities ripe for plane-wandering adventurers, from settlements in the fiery depths of Hell to the shining bastions of Heaven to the inky corners of the Shadow Plane and everywhere in between. Full-page maps and information about each city's history, cultures and traditions, and adventure sites round out this book's offerings, plus new rules to help traverse these strange locales. Venture into the vast unknown of the Great Beyond with Distant Realms! Scheduled to ship in June 2018.

PZO 92109 \$22.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - DARKLANDS**

Crawl into the depths of the earth with *Flip-Mat Classics: Darklands*! Whether the adventurers are just checking out a cave or fighting their way through a subterranean tunnel system, this Flip-Mat provides a ready-to-use combat map for a variety of encounters. Don't forget to bring plenty of light and watch out for collapses when using *Flip-Mat Classics: Darklands*! Scheduled to ship in April 2018.

PZO 31014 \$13.99

**PATHFINDER RPG: FLIP-MAT - BIGGER VILLAGE**

Whether you're exploring some far-flung market or defending a village from a horde of orcs, *Pathfinder Flip-Mat: Bigger Village* has you covered. Each side of this Flip-Mat features a different sprawling village. One side features an exotic trade center on the edge of the desert, while the other depicts a palisade-fortified town. Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat: Bigger Village*, you'll be ready next time your players decide to go to town. Scheduled to ship in June 2018.

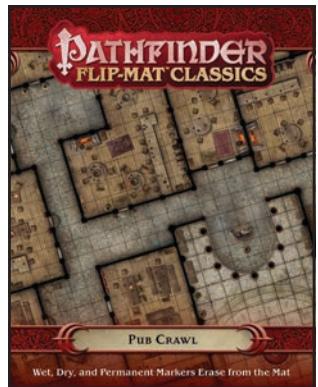
PZO 30092 \$19.99

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PATHFINDER RPG: FLIP-MAT CLASSICS - PUB CRAWL

Paint the town red with *Flip-Mat Classics: Pub Crawl*, a gorgeous double-sided battle-scale map of two tavern-filled street scenes! One side features several bars and taverns in a nice part of town, while the flip-side extends the scene on *Flip-Mat: Warehouse* to flesh out the seedier side of town! Both sides show interiors and exteriors, for when the inevitable brawls spill out onto the city streets! Scheduled to ship in June 2018.

PZO 31016 \$13.99


PATHFINDER RPG: FLIP-TILES - DUNGEON PERILS EXPANSION

Dungeons get deadlier! *Flip-Tiles: Dungeon Perils Expansion* is the first expansion to *Flip-Tiles: Dungeon Starter Set*. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, add traps, hazards, and other dangers to your dungeons. Your players will never know what hit them! Scheduled to ship in June 2018.

PZO 4074 \$19.99


PATHFINDER RPG: FLIP-TILES - DUNGEON STARTER SET

More tiles! More options! New size! Create massive dungeons with just a flip! The new and convenient *Flip-Tiles: Dungeon Starter Set* features 42 full-color 6 x 6-inch map tiles, with dungeon corridors and room pieces on both sides, all stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put dungeon design in your hands! Scheduled to ship in April 2018.

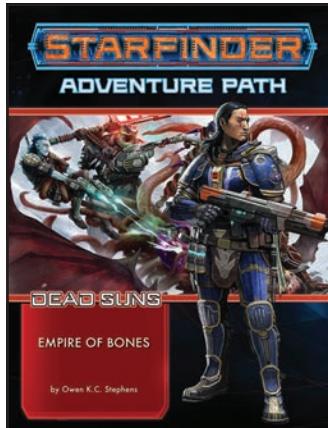
PZO 4073 \$34.99

SPOTLIGHT ON

PATHFINDER RPG: PLANAR ADVENTURES HARDCOVER

The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores *Pathfinder RPG Planar Adventures* explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the *Pathfinder Roleplaying Game*. Scheduled to ship in June 2018.

PZO 1141 \$44.99


STARFINDER RPG: ADVENTURE PATH - DEAD SUNS PART 6 - EMPIRE OF BONES

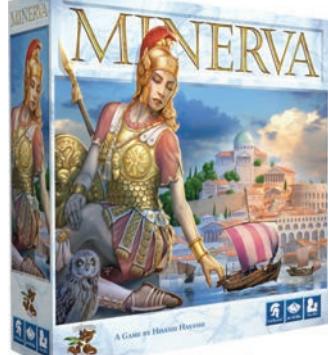
The undead Corpse Fleet has appeared in orbit above the Gate of Twelve Suns, intent on seizing the ancient alien superweapon called the Stellar Degenerator. Massively outgunned, the heroes' only hope lies in infiltrating the fleet's flagship and seizing control of the vessel's bridge. Only then can the heroes set the ship to self-destruct and pilot it on a collision course with the superweapon. If successful, the heroes can destroy the Stellar Degenerator, but they'll need to escape the destruction to live to tell the tale! Scheduled to ship in June 2018.

PZO 7206 \$22.99

PANDASAURUS GAMES
MINERVA

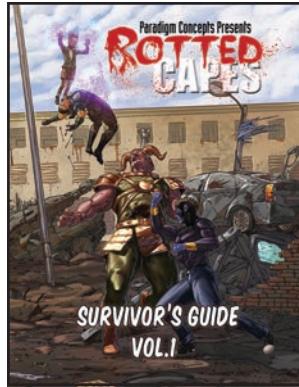
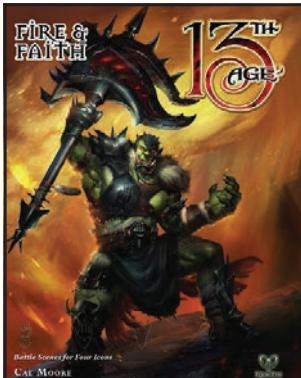
Minerva is the new elegant, tile-laying strategy game where players compete to build the most flourishing city in the Holy Roman Empire. Scheduled to ship in June 2018.

PAN 201802 \$49.95


PARADIGM CONCEPTS
ROTTED CAPES SURVIVORS GUIDE, VOL. I

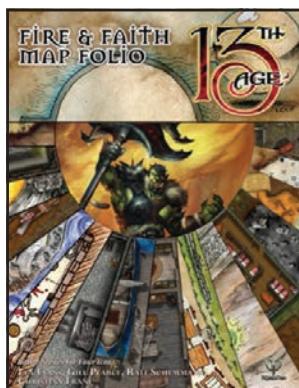
The Golden Age of Superheroes ended not with a BANG but with a BITE! The Dead have overrun the world and humanity's protectors are either missing, dead or worse yet, Zed! Your Hero is going to need additional powers to bring civilization back from the brink. Scheduled to ship in May 2018.

PCI 3003 \$19.99


PELGRANE PRESS

13TH AGE RPG: FIRE & FAITH

Chase the Diabolists Circus of Hell across the Dragon Empire! Fight your way through the nightmare dreamscape of a sleeping gold dragon! Ride with the Crusader to assault a hellhole! Ascend the Cathedral to battle cosmic foes amidst its mind-bending geometry! An independent collection of icon-themed encounters for the *13th Age Roleplaying Game* at all levels of play, *Fire & Faith: Battle Scenes for Four Icons* is packed with dangerous, hand-picked foes on terrifying terrain, and features 36 challenging and memorable battles against enemies connected to the Crusader, Priestess, Great Gold Wyrm, and Diabolist, complete with Adventure hooks. Scheduled to ship in March 2018.

IMP PEL13A13 \$27.95


13TH AGE RPG: FIRE & FAITH MAP FOLIO

The *Fire & Faith Map Folio* brings you 36 maps for use with the *13th Age Roleplaying Game* in glorious full color by expert cartographers! Why run a toe-to-toe when you can make the PCs avoid swinging acrobatic assassins, face ogre monks in a dojo, or jump from boulder to boulder on a cloud island? Get the *Fire & Faith Map Folio* and make your players sadder, wiser, but way more awesome! Scheduled to ship in March 2018.

IMP PEL13A13M \$19.95

PAW WARRIOR GAMES

AMBYRIA: OGRE CHEERLEADERS

Ogre Cheerleaders is a family-friendly set collection game in which players try to recruit the best squad of Ogre Cheerleaders. In this fast-paced game, players will send ogres to the field and trigger their effects, which modify the order of the ogres on the field. The goal is to create formations that can be scored as points. Players can set up combos and chain reactions to score big in a single turn. Scheduled to ship in May 2018.

PWG 8003 \$10.00



ADD DIMENSION(S) TO YOUR GAME

PLANAR ADVENTURES

GO BEYOND GOLARION IN THIS COMPREHENSIVE GUIDE TO THE PLANES AND DIMENSIONAL REALITIES OF THE PATHFINDER MULTIVERSE! EXPLORE ALL-NEW ARCHETYPES, FEATS, SPELLS, MAGIC ITEMS, AND MORE TO TAKE YOUR GAME INTO THE BOUNDLESS WONDER OF THE GREAT BEYOND.

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paizo.com/pathfinder



PENCIL FIRST GAMES



LEGENDARY CREATURES

Lead your creatures, leverage their powers, and use your magic to master the realms and become the next Druid of Nature's Grace. *Legendary Creatures* is a deck and resource management game where you cleverly combine your creatures' abilities, magic spells, and powerful amulets in a race through four elemental realms. Select your legendary creatures, leverage their abilities, and befriend new ones to evolve your creature party. Use powerful amulets, cast Druidic spells, and manage your resources to aid your familiars and

outmaneuver your opponents. Explore ancient landmarks to gain renown and unique advantages. Scheduled to ship in May 2018.

IMP PFX600 \$49.99

SUNSET OVER WATER
CARD GAME

Sunset Over Water is an easy to learn, thematic game where you take on the role of Landscape Artists. Players simultaneously play a planning card to determine turn order, navigate the Wilderness, paint Landscapes, match commission sets and vie for daily goals. Simple, Simultaneous Planning keeps players engaged as they make decisions. Commission Sets and Daily Goals give interesting options not just to the player who hurries, but also to those who wait and play wisely. Scheduled to ship in May 2018.

IMP PFX700 \$24.99



POKÉMON USA



TRADING CARD GAME

POKÉMON: DUSK MANE
NECROZMA/DAWN
WINGS NECROZMA
PREMIUM COLLECTION

The power of Necrozma has never been like this — transformed, wild, and ready for battle in the Dusk Mane Necrozma or Dawn Wings Necrozma.

Necrozma Premium Collection! You get a figure, pin, and oversize Pokémon-GX card featuring either Dusk Mane Necrozma or Dawn Wings Necrozma. Each collection also includes both versions of Necrozma as playable foil promo cards. Your time has come — take charge with Necrozma on your side!

P1

SPOTLIGHT ON



POKÉMON: SUN & MOON FORBIDDEN LIGHT

Taking the Pokémon world by surprise, Necrozma has absorbed a Legendary Pokémon and taken on a new form as Ultra Necrozma-GX! Other Pokémons gather to welcome this new light...or to resist it. Lucario-GX, Greninja-GX, Zygard-GX, Yveltal-GX, Naganadel-GX, even Volcanion and the majestic Arceus must choose a side. Discover awesome Pokémons and mysterious treasures in the *Pokémon TCG: Sun & Moon — Forbidden Light* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36) P1 80421-D P1

ELITE TRAINER BOX P1 80433 P1

MINI PORTFOLIO P1 80435 P1

THEME DECK DISPLAY (8) P1 80427-D P1

THREE-BOOSTER BLISTER PACK P1 80423 P1

PRIVATEER PRESS

HORDES

Scheduled to ship in May 2018.

LEGION OF EVERBLIGHT BLIGHTED
ROTWINGS UNIT (10) (RESIN
AND WHITE METAL)

PIP 73110 \$49.99

LEGION OF EVERBLIGHT AMMOK
THE TRUTHBEARER BLIGHTED
OGRUN CHARACTER SOLO (RESIN
AND WHITE METAL)

PIP 73113 \$17.99

LEGION OF EVERBLIGHT GOLAB
CHARACTER HEAVY WARBEAST
(RESIN AND WHITE METAL)

PIP 73109 \$34.99

LEGION OF EVERBLIGHT ANAMAG
THE DOOM FEASTER WARLOCK
(RESIN AND WHITE METAL)

PIP 73111 \$21.99

LEGION OF EVERBLIGHT BLIGHTED
OGRUN ARMY BOX (RESIN AND
WHITE METAL)

PIP 73108 \$149.99

LEGION OF EVERBLIGHT GORAG
ROTTENEYE CHARACTER SOLO
(RESIN AND WHITE METAL)

PIP 73112 \$19.99

NO QUARTER PRIME #5

Scheduled to ship in May 2018.

PIP NQP05 \$9.00

REAPER MINIATURES

DARK HEAVEN

BONES GRAVEYARD
FENCEPOST (2)

RPR 77531 \$3.28

DUNGEON DWELLERS: BARAN
BLACKTREE, VETERAN WARRIOR

RPR 07002 \$10.99



SHARDIS, ELF ROGUE

RPR 03962 \$7.29



TALNYTH, ELF BARBARIAN

RPR 03961 \$7.79



NIMBAR, ELF NECROMANCER

RPR 03860 \$7.79

TOMBSTONE FINIAL - SKULLS (3)

RPR 03855 \$8.79



**TOWNSFOLK COOPER**

RPR 03859 \$6.99

**TOWNSFOLK MILK MAID**

RPR 03857 \$6.99

**TOWNSFOLK COURTESAN**

RPR 03856 \$6.99

**TOWNSFOLK SAGE**

RPR 03858 \$6.99

RENEGADE GAME STUDIOS

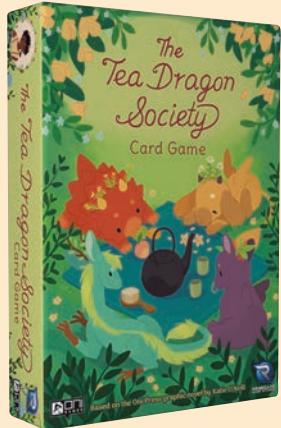
SPOTLIGHT ON

**JUNK ORBIT**

Space. The final junkyard. Good thing one planet's trash is another planet's treasure! You're captain of your own scavenging spaceship, picking up space junk and transporting it to any city that will take it. Launch your junk... uh... cargo out of your airlock to propel your ship! Race to deliver your cargo as you navigate the orbits of nearby planets and moons! It's astrodynamics for fun and profit! Scheduled to ship in May, 2018.

RGS 00810 \$35.00

SPOTLIGHT ON

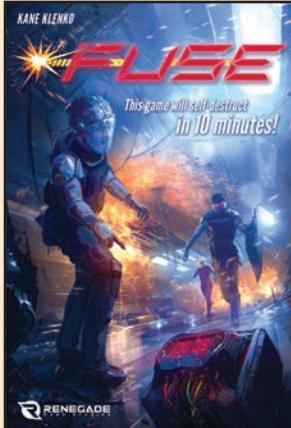
**THE TEA DRAGON SOCIETY
CARD GAME**

Discover the dying art form of Tea Dragon caretaking within this enchanting world of friendship and fantasy. Create a bond between yourself and your Tea Dragon that grows as you progress through the seasons creating memories to share forever. Each player's deck represents their own Tea Dragon. From turn to turn, players will choose to draw a card, triggering effects and strengthening their position, or buy a card, improving their deck or scoring points. The game takes place over four seasons, starting in spring and ending in winter. At the end of winter, the player who has the most points is the winner. Based on the book *The Tea Dragon Society* by Katie O'Neill. Scheduled to ship in May, 2018.

RGS 00811 \$20.00

OFFERED AGAIN

SPOTLIGHT ON

**O/A FUSE**

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10-minutes... *FUSE* is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom!

RGS 00504 \$30.00

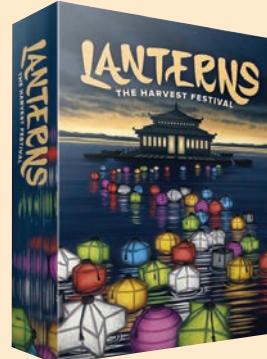
SPOTLIGHT ON

**O/A KITTY PAW**

What happens when seven cats run into cardboard boxes? Well, a crazy game of kitty hide-and-seek! In *Kitty Paw*, a dexterity and reaction game by Taiwanese designer Aza Chen, players try to be the first to complete the kitty combinations shown on the Kitty cards to score victory points.

RGS 00536 \$20.00

SPOTLIGHT ON

**O/A LANTERNS:
THE HARVEST FESTIVAL**

The harvest is in now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 \$35.00

RESTORATION GAMES

**DOWNFORCE: DANGER
CIRCUIT EXPANSION**

Tires screech. Gears shift. Drivers push their million-dollar cars to the limit. The difference between victory and defeat could be a single card. *Downforce: Danger Circuit Expansion* includes two new tracks and six new powers for the restoration of Wolfgang Kramer's classic *Downforce*. Scheduled to ship in June 2018.

REO 9006 \$19.95



ROXLEY GAMES

**BRASS: LANCASHIRE**

Martin Wallace's original masterpiece. Features a tweaked rule set and balance, improved 2 & 3 player rules that provide an experience more consistent with four players, new high quality components including four player mats. Scheduled to ship in June 2018.

ROX 401 \$59.99

SMIRK AND DAGGER

**TOWER OF MADNESS**

Investigate unspeakable horrors, without losing your marbles! Literally. A three-dimensional clock tower, stands a foot tall, filled with marbles. Thirty other worldy tentacles push through the tower walls in every direction, in this high-tension, push-your-luck dice game of Lovecraft inspired horror. Each Location cards has its own unique dice challenge. Fail and you may slip into insanity or summon Cthulhu and end the world itself. Scheduled to ship in June 2018.

SND 0067 \$54.95

STEAMFORGED GAMES

GUILD BALL**GAMEPLAN DECK**

Replacing the Plot Card system for *Guild Ball*, the *Gameplan Deck* contains the cards used in organized play events up to the release of Season Four and beyond. These cards represent the tactics employed by a team, giving coaches access to powerful tools enabling them to change the ebb and flow of the game in their favor.

SFG BACC-001 PI

**THE RATCATCHERS GUILD DICE PACK**

SFG BRAT-002 PI

**THE RATCATCHERS GUILD PAYING THE PIPER**

SFG BRAT-001 PI

TROLL LORD GAMES

**CASTLES & CRUSADES: BENEATH THE CANOPY GREEN BOX SET**

The Darkenfold Forest, old, twisted, and mired in the murmured rage of a time long gone, is a refuge for all the malcontents of the world. Those who seek to escape governance, both good and ill, wild creatures and monsters of lore, the hunted and the hunters, all find comfort in the darkening fold. Lost in the dark-cast wood are ancient ruins, dungeons and keeps, magic and treasures untold. It's a land ripe for adventure, ripe for riches, ripe for glory! *Beneath the Canopy Green* is a boxed set collecting seven *Castles & Crusades* adventures (C1 Mortality of Green, C2 Shades of Mist, C3 Upon the Powder River, C4 Harvest of Oaths, C5 Falls the Divide, C6 Ends Meet, and C7 Castle Upon the Hill), and includes an Adventure Book, a Book of Maps, and two Area Maps. Scheduled to ship in April 2018.

IMP TLG8074 \$29.99

ULTRA PRO INTERNATIONAL

DUNGEONS & DRAGONS: CHARACTER FOLIOS

Scheduled to ship in March 2018.

**DRIZZT**

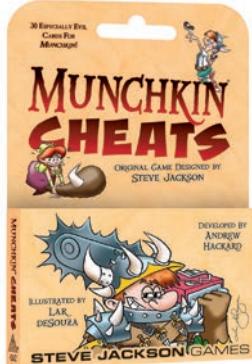
UPI 86715 PI

**PAPAZOTL'S TOMB**

UPI 86716 PI



STEVE JACKSON GAMES

**MUNCHKIN: CHEATS**

Are you ready for *Munchkin* Treasures? Of course you are! This expansion includes the ever-popular Cheat! Cards that allow you to put more Treasure cards into play more often so every *munchkin* at the table can have even more fun! You'll also get Monsters and Curses that interact with Cheat cards to add chaos to any *Munchkin* set you own. Scheduled to ship in June 2018.

SJG 4262 \$9.95

TWILIGHT CREATIONS

**MARTIANS!!! SECOND EDITION**

Martians!!! Drops you into the middle of full-scale alien attack on the planet. Armed with only your vast knowledge of sci-fi movies and video games, you take it upon yourself to save mankind. You just need to find the mothership and blow it up. Simple as that! And then you'll be a hero just like in the video games! *Martians!!!* Can be played as a semi-cooperative game (One player as the *Martians!!!* and the other players trying to stop him/her) or non-cooperative (Every man for himself!) Scheduled to ship in April 2018.

TLC 2301 \$29.99

**EXECUTIVE CARD HOLDER**

Scheduled to ship in May 2018.

UPI 85275 PI

**ONE TOUCH MAGNETIC HOLDER: 35PT BLACK BORDER**

Scheduled to ship in March 2018.

UPI 85566-UV PI

STUDIO 2 PUBLISHING

ADVENTURERS

The exoticism of space opera meets space western in this setting: the heroes are Space Rangers, the last bastion of law in the Frontier Sector, protecting human colonies scattered among a number of far, untamed planets. They hunt outlaws and space pirates, bring medical help and advance the exploration of a largely unknown area of the universe. Space ship rules (with customization options) included! New rules for handling naval battles and life at sea, severed limbs, eye patches, trained pets, sharp wits and dark voodoo practices make this setting a must for ye all, mateys! Scheduled to ship in May 2018.

CORE

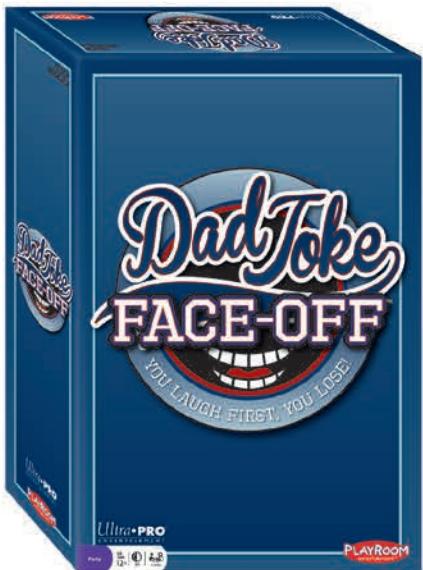
S2P 30130 \$17.00

FANTASY

S2P 30131 \$17.00

Dad Joke Face-Off™

If you laugh first, you lose!



*Artwork and contents not final



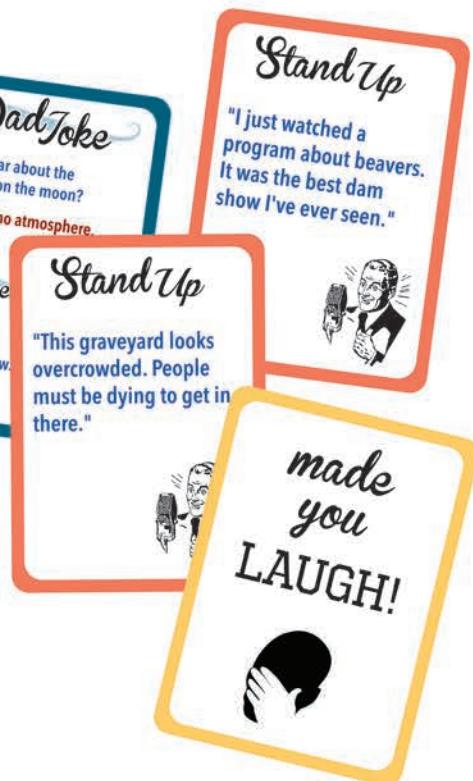
What is Beethoven's favorite fruit?
A ba-na-na-na!

What does an angry pepper do?
It gets jalapeño face!

I used to hate facial hair but...
then it grew on me

Get ready to play the funniest game around! These Dad Jokes are so embarrassingly bad that you will most likely roll your eyes - but, as hard as you try, can you stop yourself from laughing or even cracking a smile?

Two players sit face-to-face and take turns telling a joke. Read a Dad Joke off of the card and do so WITHOUT SMILING OR LAUGHING, while trying to get your opponent to crack. When a player smiles or laughs, their opponent gets a "Made You Laugh" card equaling 1 point. The player with the most points wins the round, and the one with the most rounds wins the game! Continue to Face-Off with other opponents to see who has the best (or worst) sense of humor!



Contents:

- 224 Cards
- Gameboard
- 144 Tokens
- Rules Sheet



MSRP: \$20.00
Box size: 7" x 10.5" x 2.75"
Case Pack: 6
Case Size: 14.5 x 9 x 10.75"
Case Weight: Approx 7.3 lb

WHITE WIZARD GAMES

EPIC PANTHEON: EDLER GODS - HELENA VS ZALTESSA DISPLAY (12)

Play as Helena, the Valiant or Zaltesa, the Huntress! Zaltesa hunts everything under the Four Skies, even other gods. However, one is valiant enough to hunt the Huntress. Are Helena's courageous tactics enough to combat Zaltesa's lust for challenge? Scheduled to ship in February 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WWG 314.....\$59.98



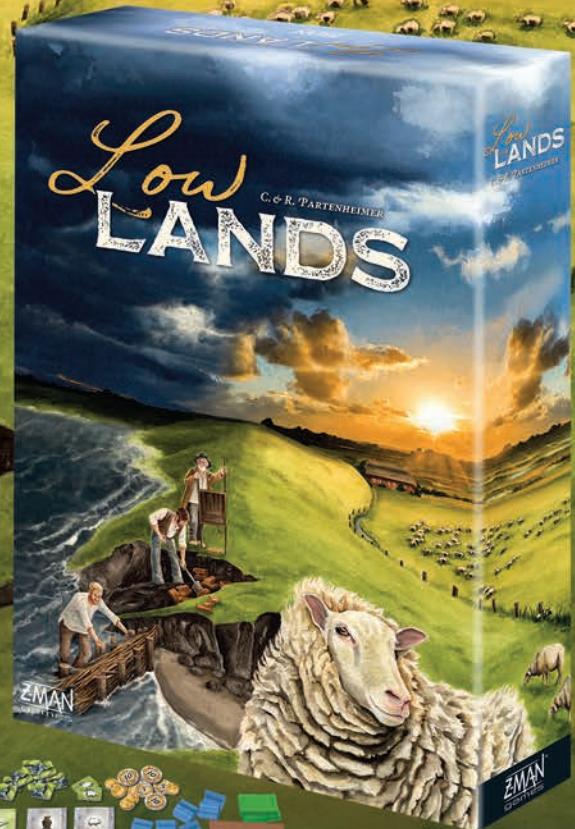
WIZKIDS WARDLINGS

Wardlings are pre-painted miniatures for families and gamers of any age who are young at heart and ready to embark with these young stylized adventurers. These adventurers also gain their powers and abilities at a young age, allowing them to defeat the evil creatures in their world. Their powers, however, are fleeting. As the children grow, they begin to lose their powers over time. When they enter adulthood, most forget they ever adventured in the first place as everyday responsibilities take hold. Each young adventurer will come pre-painted, fully assembled and packaged with their designated companion, who will assist them through thick and thin. Scheduled to ship in July 2018.



Low LANDS

C. & R. PARTENHEIMER



STORMY HORIZON

Ominous clouds gather above the wave-battered coast of the North Sea. Hard-working folk tend to their flocks and farms, but the threat of floods brings a divisive choice. The community must rally together to build dikes and protect against the rising tide, but working on the dike means leaving your flock behind. Will you sacrifice your livelihood for the greater good or pursue your own agenda? The choice is yours.

Z-MAN
games

TM & © 2018 Z-Man Games.

Lowlands | ZF002 | \$69.99
ZMANGAMES.COM



Cheapass Games Presents the CAVE

A new Pairs variant for 2-6 players
Designed for the Deadfall deck

Background: Welcome to The Cave, a mysterious dungeon filled with dangerous monsters! In "The Cave," you will play cards from your hand into the dungeon, trying to defeat the monsters and bring home their treasure.

The Cave was designed for use with the Deadfall deck, but of course you can play it with any Pairs deck.

Players: 2 to 6.

Equipment: A PAIRS deck and a way to keep score.

To Begin: Shuffle the deck and deal a hand of cards to each player. The number of cards in the starting hand varies with the number of players, as follows:

Players:	2	3	4	5	6
Cards:	7	6	5	5	4

Next, deal the "Cave," a collection of five cards face up in the center of the table. Play will start on the dealer's left and proceed clockwise.

On Your Turn: You will play one card from your hand into the Cave. This card will capture one or more cards from the Cave, as follows:

If there are *lower* cards in the cave, your card captures the card(s) of the value that is closest beneath it. For example, if the board is **4-7-7-8-9**, and you play an **8**, you will capture both **7s**.

CHEAPASS Games™

cheapass.com



If no cards in the Cave are lower than your card, you capture all cards of the *highest rank* (even if that rank matches your card).

For example, if the Cave is **4-5-7-9-10**, and you play a **4** (or lower), you will capture the **10**.

The card you played goes into the Cave. Set aside your captured cards, to be scored at the end of the round.

Refilling the Cave: If the Cave has fewer than five cards, refill it from the deck. If the deck is ever empty, the Cave does not refill, but play continues.

Scoring the Round: Play until everyone has emptied their hand. Then score the game as follows:

For each rank, the player who captured the *most cards of that rank* scores one point for each. Players with fewer cards in that rank do not score.

For example, if someone captured three **10s**, and no one else had more **10s**, then that player would get 3 points. If two or more players are tied for the most cards, they each score full points.

Record your score after each round, and play one round for each player, passing the deal to the left. Then the player with the highest total score wins the game.

Do you love PAIRS?

So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at playpairs.com.

Did You Know?

Deadfall is the first Pairs game that doesn't include the basic Pairs rules. It's a super-fun bluffing game with lots of variations and great monsters!



ARKHAM HORROR® THE CARD GAME

THE FORGOTTEN AGE

EXPANSION

AHC19
\$29.95

Join
The Expedition

Make the discovery of a lifetime in *The Forgotten Age*! In the third deluxe expansion for *Arkham Horror: The Card Game*, your team of investigators searches for the remains of an ancient Aztec temple, but what you uncover could undo your entire understanding of the universe. Will you learn the secrets of human history or will you become another soul lost in time?



ARKHAM HORROR® THE CARD GAME



FantasyFlightGames.com

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CORVUS BELLI
INFINITY

UPPRISING

JOIN THE INFINITY UPRISING!

AN ARTICLE BY GUTIER LUSQUÍÑOS.

[Dive active]
[Accessing Maya: Online]

177 years into the future. An unexpected event has altered the international situation. The Uprising, the savage fight for the freedom of the Japanese people, and their eagerly awaited excision from Yu Jing, have disrupted the delicate equilibrium of the Human Sphere.

The Uprising of Japan and its independence brings forth the Non-Aligned Armies (NA2), a new faction that encompasses the renewed JSA, plus StarCo, the Ikari Company and the Druze Bayram Security, the new Mercenary Companies. Lesser forces, maybe, but capable of changing the international scene. In this new era of instability even the actions of lone individuals, sometimes opposing each other as Dire Foes, can be decisive for the destiny of humanity.



INFINITY: UPRISING

CVB 289103 \$47.99 | Available April 2018!

Infinity Uprising is a new expansion book that marks a before and after in the history of the Infinity Universe. Through the long awaited JSA and Mercs armies the background of the game advances and changes, in a way that is unexpected for many.

This full-color book offers you new background for these new Sectorial Armies and of the Dire Foes, much of it previously unpublished, revealing how their stories are linked and lead to the Japanese Uprising. This book also includes the revised and updated Dire Foes missions, seven scenarios ready to play in normal or narrative mode.

Infinity is a tabletop wargame that uses 28 mm metal miniatures to simulate skirmishes, battles and special operations in a sci-fi setting influenced by futuristic manga aesthetics. It is necessary to have Infinity N3 to completely enjoy the Infinity experience.

After Infinity Uprising, the Infinity Universe will never be the same!

[Firewall: Active]
[Increasing dive speed]

CORVUS BELLI

ARisteia!



THE FIRST EXPANSION FOR ARISTEIA!: SOLDIERS OF FORTUNE

4 NEW CHALLENGERS REACH THE HEXADOME!

AVAILABLE ON LATE-MARCH!

ARISTEIAUTHEGAME.COM

STAR WARS™ X-WING™ MINIATURES GAME

WAVE XIV

Star Wars: X-Wing: Saw's Renegades | SWX74 | \$39.95

Star Wars: X-Wing: TIE Reaper | SWX75 | \$29.95

Available 2nd Quarter 2018

**“Save the Rebellion!
Save the dream!”**
- Saw Gerrera

The atmospheric starship battles of *Rogue One* are coming to players' tabletops with *X-Wing*™ Wave XIV! Two new expansion packs draw any pilot into the battles of the Galactic Civil War on behalf of the Rebel Alliance or the Galactic Empire:

- Saw's Renegades Expansion Pack
- TIE Reaper Expansion Pack

Players may be flying through driving rain on a portentous mission to infiltrate the Imperial base on Eadu. Or, they may be engaged in a desperate dogfight in the sunny, tropical skies above Scarif. Either way, they stand to gain by bringing the new ships from *X-Wing* Wave XIV into their hangar bays.



Saw's Renegades Expansion Pack

Saw Gerrera and his partisans are dedicated to their fight against the Galactic Empire, even if their methods are deemed too extreme by the leadership of the Rebel Alliance. In fact, this band of freedom fighters has fought against tyranny since the Clone Wars, using every strategy and dirty trick available. Now, they zealously fly their customized ships into battles that might seem hopeless or lost. Within the *Saw's Renegades Expansion Pack*, Rebel Alliance ace pilots gain the tools they need to add some of Saw Gerrera's guerrilla warriors to their squadrons.

Like the *Rebel Aces Expansion Pack* and the *Heroes of the Resistance Expansion Pack* before it, this *X-Wing* expansion does not introduce entirely new ships to the game. Instead, it returns to two existing ships with a wealth of new ship cards and upgrade cards, while presenting those ships in a stunning new light. In this case, those ships are the U-wing and the T-65 X-wing, now emblazoned with the striking red-and-white colors of Saw's band of outlaw soldiers.

Players now have the chance to field Saw Gerrera himself on the battlefield, as he flies the U-wing into battle. Alongside Saw Gerrera, players will find plenty of other unique pilots, representing the most skilled pilots among the renegades. With ten new ship cards and fifteen upgrade cards, combined with the





maneuver dials, tokens, rules, and other components included in this expansion pack, players will have everything that they need to take the battle straight to the Galactic Empire.

TIE Reaper Expansion Pack

Taking the part of the Galactic Empire in *X-Wing* Wave XIV, you'll find an entirely new starfighter from Sienar Fleet Systems—the TIE reaper. The TIE reaper was engineered as a high-performance transport, designed to deliver specialized soldiers such as Director Krennic's death troopers into the raging heart of a battle. Equipped with advanced ailerons for precise atmospheric maneuvering, thick armor plating, powerful laser cannons, and the capacity to carry elite infantry, this menacing vessel struck fear into Rebel forces across the galaxy.

The TIE reaper first emerges in players' games of *X-Wing* as a heavily armored ship. While it may not be as maneuverable as a smaller starfighter, it can still pack a punch, rolling three attack dice as its primary weapon attack. Six hull and two shields ensure that players' TIE reapers will stick around for a while, even with an agility value of one. The TIE reaper also boasts some unexpected surprises, capable of performing the Segnor's Loop maneuver and coming to a full stop and holding stationary for a single round. Perhaps more important for most players, however, are the TIE reaper's two crew upgrade slots.

Two crew upgrade slots offer players the chance to bring a powerful upgrade like Emperor Palpatine into your squadron, but they may also choose an upgrade included



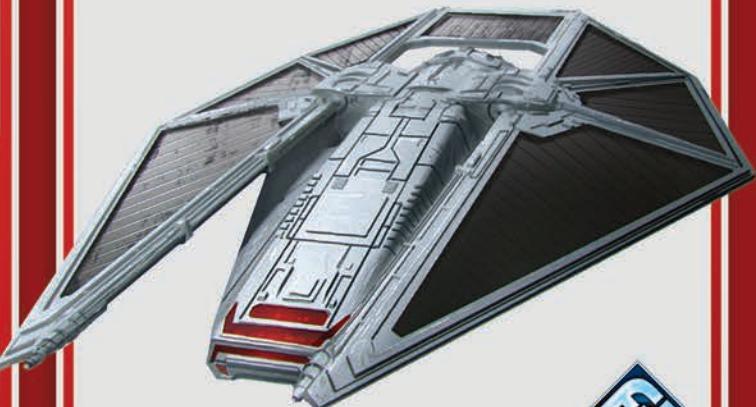
in the *TIE Reaper Expansion Pack*, such as the Death Troopers. A player's TIE reaper will need to be close to an enemy ship, but so long as their ship is charging directly at an enemy vessel, the Death Troopers can dump stress tokens onto their target, restricting it from performing many of the actions and maneuvers that may prove vital to its survival. Combine that with the TIE reaper's unusual jam action, and the TIE reaper has already carved out a space in Imperial squadrons as a ship that can easily interfere with enemy plans.

Save the Dream

The dramatic starship battles of *Rogue One* are coming to the tabletop with *X-Wing* Wave XIV—and whether players are piloting their ships on behalf of the Rebel Alliance or the Galactic Empire, they have the chance to choose between two distinct expansion packs:

- **Saw's Renegades Expansion Pack**
- **TIE Reaper Expansion Pack**

• • •



X-WING.COM



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CLANK!

THE MUMMY'S CURSE

CLANK! THE MUMMY'S CURSE EXPANSION

RGS 00808 \$25.00 | Available Q2 2018!

Whenever we start working on a new *Clank!* adventure, we look for a new story to tell, a new atmosphere to explore and bring to fans of the game. Last year, we visited the underwater caverns of Sunken Treasures, but now we're traveling elsewhere – to the scorching sands of The Mummy's Curse! Inspired by epic tales from both history and popular culture, along with the daring explorers who headlined them, we set out to build an experience that players will love. There are new trials and treasures to be discovered, and we're very excited to finally get to share them with everyone!

BENEATH THE SANDS

One of the first things you may notice about The Mummy's Curse is the new board. Like its predecessor, this expansion has an all-new double-sided board to play on, and there are some new elements to take in. For one, the "pyramid" side is laid out with a twist, sitting at a 45-degree angle to better show the towering tomb in all its glory. This puts the top of the board even further away from the deepest parts of the dungeon, so the most ambitious players will need to be very confident about making it down and back in one piece. The reverse side displays the massive stone Whiskersphinx, a landmark sure to make any prospective thief's fingers itch.

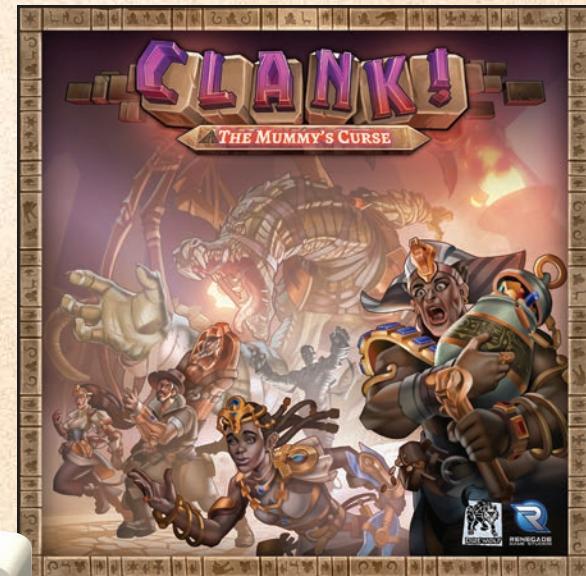
Another new element is found with the four different zones of the board – three in the Depths, plus the area above the Depths. The symbols found in each zone indicate where the titular Mummy can be found during the game. Every time the Mummy activates, the players roll the custom four-sided die (appropriately shaped like a pyramid), and the Mummy figure is placed on the matching symbol. We'll talk more about what that means later, but rest assured that players will want to keep an eye on where it pops up!

CURSES!

Many of the most valuable treasures in this expansion come with Curse tokens attached. These tokens subtract points from their owner's score, weighing players down even as they pile their loot higher. Curses can come from cards, from particular passages on the map, or even from the Mummy itself. Anyone who attempts to plunder these new locations should expect to pick up at least a little corruption, but those who can find a way to cleanse themselves will get to reap the benefits without sacrificing their souls!

As you might expect, the Mummy itself is a powerful entity in the Curse game; players can fight it to either claim its loot at the cost of even more Curses, or redeem themselves and remove half of their Curses in one fell swoop! However, the Mummy is not a monster to be hunted easily. It

lurches around the board throughout the game – including every time it is confronted by a player – cursing those it stumbles upon and making it difficult to track down. Those who plan to hunt the Mummy had better come ready for a chase!



RISK AND REWARD

Pushing your luck has always been an important part of the *Clank!* experience – choosing the right moment to take out a Belcher or buy the Scepter of the Ape Lords, deciding whether to go for a more valuable artifact, or even just eyeing that last secret that you're not sure you have time to pick up. Curses are one new form of risk, but this expansion brings a few other new ways to reach for that little bit extra.

Several of the new cards that The Mummy's Curse brings to the dungeon deck produce a bonus effect if the player has any *Clank!* cubes on the board when they are played. These are especially powerful early in the game when Stumbles are still coming up frequently, but as the game goes along, players may find they actually want to add a little extra *Clank!* to their deck to keep the bonuses humming along. (Hey, what could go wrong?)

For speedy or daring players (or just big fans of big tokens), the 10-point Supreme Monkey Idol is waiting to be found, while more conservative thieves can invest in a little extra health with Ankhs from the Market. Whether in search of new angles for a preferred strategy or just looking for the flexibility to choose their risk level as they go, the desert of The Mummy's Curse has something to offer every *Clank!* player.

THE MUMMY AWAITS

We've really enjoyed creating The Mummy's Curse, and we hope that you all enjoy it just as much. The desert can be dangerous, but it holds many treasures for those who know its secrets. Good luck!

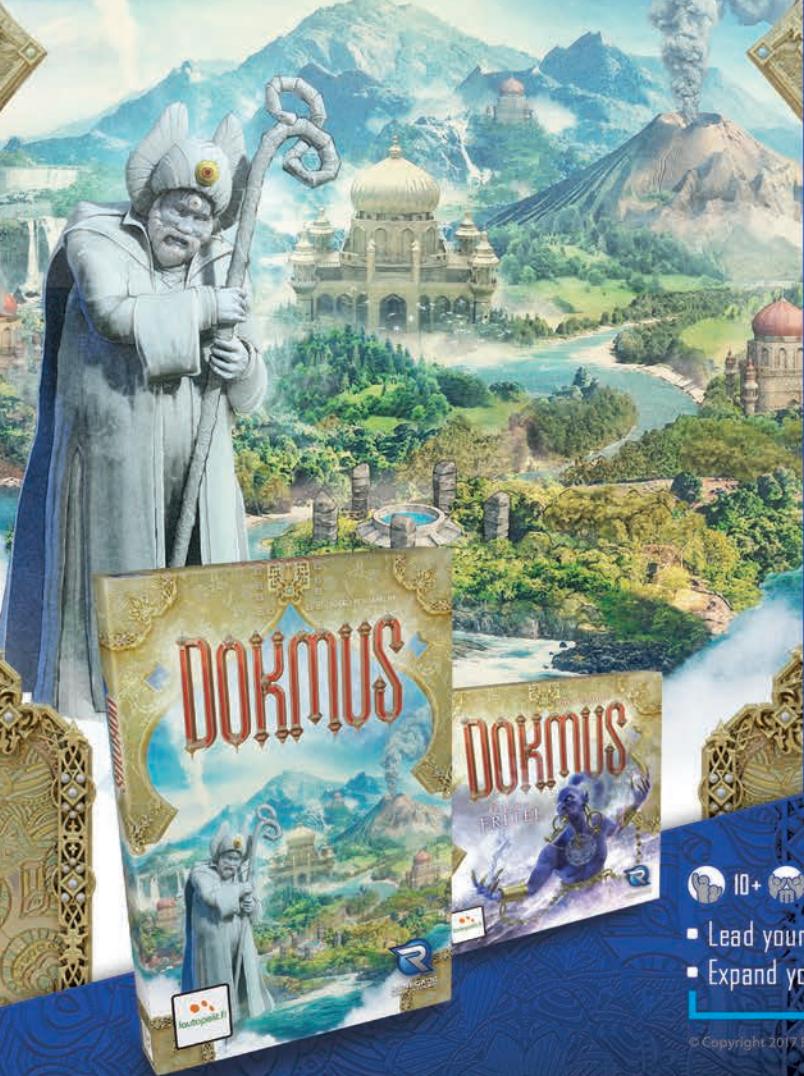
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Paul Dennen is the creative director for Dire Wolf Digital, and is a long-time developer and designer of digital CCGs. He has led or helped with the design for such games as Star Chamber, Legends of Norrath, Star Wars Galaxies CCG, Free Realms CCG, and most recently the strategy card game *Eternal*, and *The Elder Scrolls: Legends*. *Clank!* is his first published board game. He likes cats.



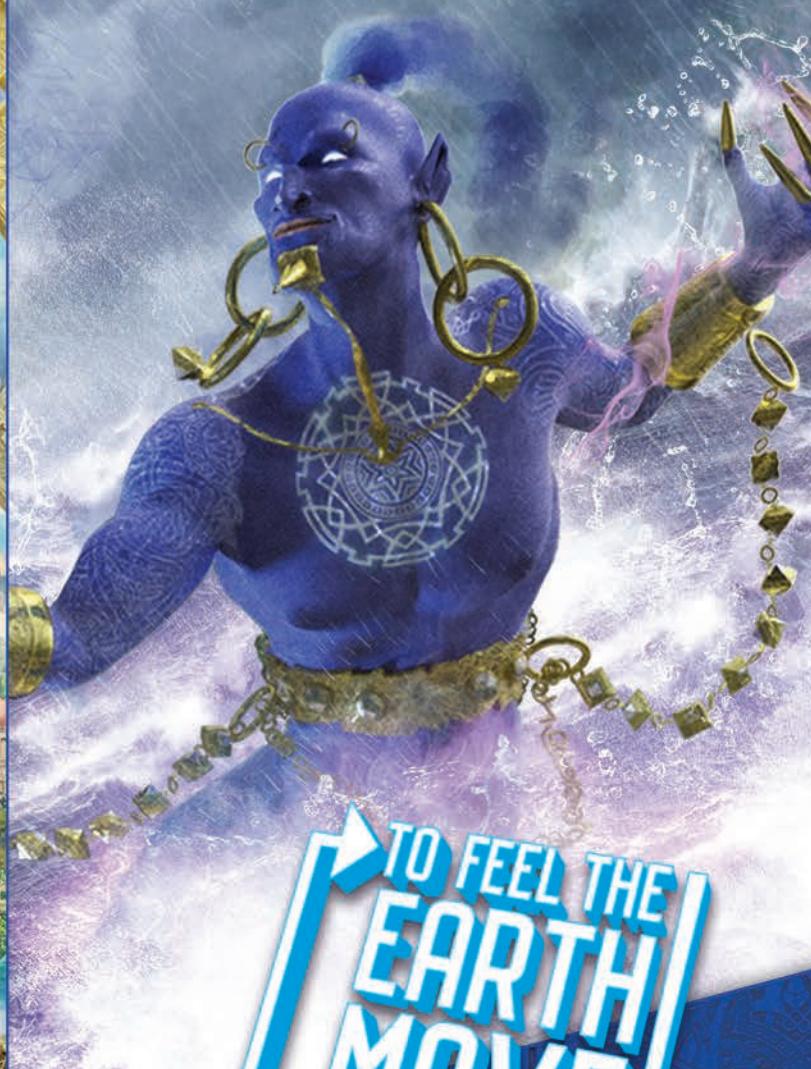
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THE MANSKY CAPER



THE MANSKY CAPER

CLP 135 PI | Available March 2018!

In his *Scientific American* column, "Mathematical Games", Martin Gardner proposed a thought experiment: "Imagine one million boxes in front of you. All but one have a \$5 bill. One triggers a thermonuclear explosion. How many boxes will you open?" *Plunder!* was born from this quote.

In my original video game *Plunder!*, players were confronted with a room of 16 containers; some had cash, one a fabulous treasure, two had a jack-in-the-box, and one box had an explosion that destroyed everything in the room.

Plunder! was published in the spring of 1990. It has retained a small, loyal following and can be downloaded at <http://www.whatisthe2gs.apple2.org.za/plunder>.



In 2002 I began to work on a tabletop version of the game. It was virtually identical to the original. I introduced the idea of two kinds of currency - yellow coins worth 10 and green coins worth 1. When a person left the room, they took their share, rounding down. A small deck handled the "Boing!" Jack-in-the-box effects, and a jewel deck offered the treasure rewards.

The game was a hit among friends and relatives; I especially enjoyed watching my father-in-law Lee's hands tremble as he reached to flip a treasure card. So, when my son Matt announced he was going to GenCon in 2011 to sell his artwork, I went too - and brought "Plunder!" along in a Ziploc bag, hoping to break into the industry.

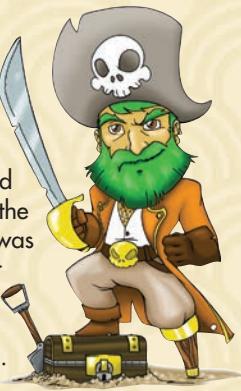
Not knowing ANYTHING about game publishing, I had not made a sell sheet or any appointments. Several interviews were abrupt and disappointing. However, at lunch on Sunday, Jordan Weisman let me demo the game - and signed me to a contract. It was then that I met the amazing Ray Wehrs.

Over the next 4 years, with the mentorship of Ray (President, Calliope Games) and Chris Leder (*Roll For It!*), the game went through several evolutions:

The very creepy Jack-In-The-Box on the "Boing!" cards was replaced with an image of the adventurers letting out a collective "Gasp!"



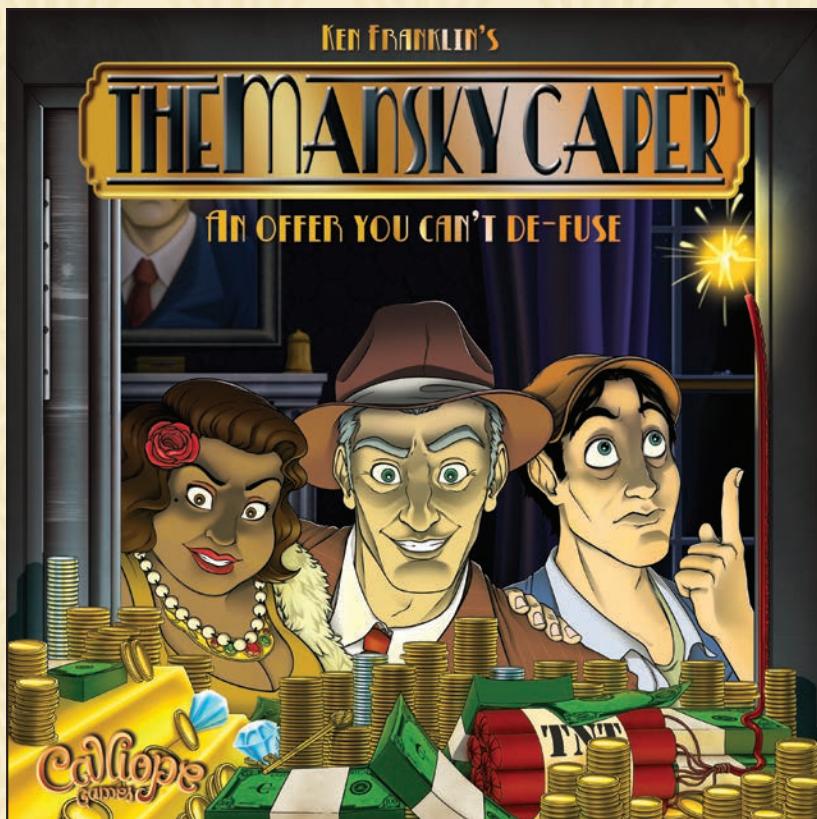
- Differing values on the treasure cards were confusing, so we tried a series of room cards that showed the values of small, medium, and large treasures. This was still too fiddly.
- We considered special abilities for each player but had trouble balancing these abilities. We tried making the bombs survivable: we had separate bomb tokens saying "Safe!" (the bomb was disarmed), "You boom!" (you lose your treasure but others are unaffected), "Money booms!" (treasure collected is lost, but the room remains), and "Cave-in" (the room is destroyed).
- We replaced tens and ones with gems (worth 5) and coins (worth 1), but kept the rule forbidding making change. We introduced the concept of a common room; gems and coins were at risk until players took a turn to run to the common room and stash their winnings.
- We needed a backstory to make the game more of an adventure so we invented "Greenbeard the Pirate" and created a map of rooms that could be accessed simultaneously rather than sequentially. This markedly improved player interaction and introduced the "Kamikaze strategy": if someone was alone in a room with a big find, another player whose loot was stashed would enter the room with the express purpose of causing an explosion. Collective shouts of surprise and delight told us we were getting close.



- At this point, the tabletop game industry was being inundated with "Adventurers Looting Scary Sites" titles. Ray and Chris asked for a change in theme. I invented Al Mansky, a mash-up of Al Capone, Meyer Lansky, and Bugsy Malone. Greenbeard's Cavern became Mansky's Mansion, the Common Room became the Getaway Car. "The Mansky Caper" was born. Bomb tokens were replaced with a 12-sided die that included one new outcome: "Al Shows Up!" (everyone in the mansion loses their unsaved loot). The player map became a series of ten room cards; with only five used in any particular game,

replayability improved. Testers were pleased with the new theme but the problem of character ability balance remained.

- After another discouraging playtest, my wife Debi voiced an idea. "These are mobsters - what if they owed each other favors, and had to use their abilities to help each other?" The Favor Token was born. Players could no longer use their own ability - but if they had a Favor token, they could give it to another player to force them to use their ability. This greatly improved player interaction, since players would offer their help to gain more Favor tokens. This single change introduced a unique mechanic without sacrificing the press-your-luck heart of the game.



- One last problem remained: if a lucky player found a stash of gems and made it to the car, they would often have an insurmountable lead. To solve this, we added the "Hey Buddy" rule: a player could confront another at the Getaway Car, discard a Favor from the game, and force both players to empty and divide their stashed loot. The added tension of this catch-up mechanism has resulted in many surprising endings, and a margin of victory that often comes down to 10 points or less.

We finally have a unique mix of semi-cooperation, press-your-luck, and immersive gameplay that will appeal to a very wide audience. Al leaves for Boston at 8 tonight; we hit the place at 10. The Caper is on.

•••

Ken Franklin is a retired military family physician who now invests his passion in designing and playing board games. He lives in Vicksburg, Michigan with his wife Debi, and gives all credit for his work to God.





Guns & Ships

BLOOD & PLUNDER: BARK

FGD 0048 PI | Available Now!

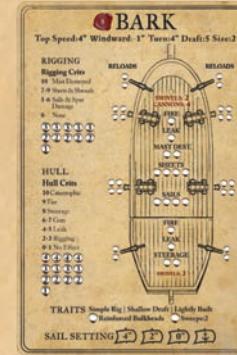
THE BARK

The Bark is the newest addition to *Blood & Plunder*'s growing fleet. Although smaller than many of its adversaries, this ship demands competition and threatens to make away with a formidable prize—or may be captured as such. It's a relatively unencumbering jack-of-all-trades used by any trades from fishers to buccaneers. She might not be a 54-gun man-of-war, but this ally is petite and versatile enough to fire at a larger enemy and escape intact.

AND ITS HISTORY

The Bark was as common as a single-mast sloop in the Caribbean, and relatively easy to acquire throughout the coasts. It was a square-rigged workhorse used by merchants and fishermen alike for its versatility, and buccaneers picked it up for the same reason. The ship ranged from one to three masts and was designed not for speed, but for cargo—sturdy and unromantic, ready to get the job done.

When they had no other options at their disposal, Spaniards often outfitted barks as small fighting vessels, which they called *armadillas*,



to wage war against buccaneers. One of the most famous buccaneer battles against the Spanish pits buccaneers in canoes and piraguas (long vessels carved from one tree trunk and sometimes outfitted with a sail), against three Spanish *armadilla* barks.

One morning off the coast of Panama (new Panama, as Henry Morgan had previously burned old Panama to the ground), a crew of buccaneers in piraguas and canoes sought to take on a prize of

five large ships and three barks. As they rowed towards their target, however, the barks that they had assumed to be anchored made sail straight toward them! The buccaneers were widespread in the canoes and piraguas, the canoes in the lead toward the coast. Piraguas fell behind, being heavier and therefore slower. As the barks cruised toward them, the buccaneers became a bit concerned that the barks would simply run right over them, dragging the significantly smaller boats under their wake.

The pirates knew the only hope for the entire crew's survival lay in escape. They rowed hard back in the direction they had come from. The canoes, swift and light, managed to escaped the pull of the ships. The piraguas caught up to them and the barks were unable to catch them, since it would involve sailing directly into the wind. But there are few rivalries as relentless as that of the Spanish and the English after Henry Morgan set Panama aflame. The men of the larger Spanish crafts outnumbered the English in lightweight paddle boats more than three to one. They would not let the pirates go without a fight.

The barks shot their first volley from the cannons. The buccaneers, experts with their muskets, loaded their prized weapons and fired in return despite their odds. Canoes and piraguas were shattered by cannon fire, sending chunks of splintered wood in all directions. Buccaneers threw themselves into the roiling waters and swam to their comrades or dragged themselves up the sides of the barks to start a fight of cutlasses and pistols.

The long and bloody massacre lasted three hours and was punctuated by the smog of an explosion from the stern of a bark, where more than one buccaneer grenade had been lobbed too close to a jar of powder. There were few survivors, many of whom were badly burned and horribly wounded.

The details of this encounter are provided by historical consultant, Benerson Little, who is known for his work with the award-winning television series, *Black Sails*. He now contributes to Firelock Games and the effort to create an accurate historical depiction of the game set in The Golden Age of Piracy.



Meagan likes coffee, history, sci-fi, hobby crafts, and fun games. She especially loves any combination thereof, even more if it's all five simultaneously.

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Blood & Plunder



NEW BARK VESSEL Available NOW!

This new ship may be petite in comparison to its adversaries, but power doesn't depend on size. The **Bark** is a competitive vessel at a competitive price!

The common **Bark** is the coastal merchant and fishing workhorse of the Caribbean. Ranging from one to three masts, it is typically square-rigged and designed for cargo, not speed. It is a sturdy, unromantic vessel, yet due to its availability is often used by buccaneers. Spaniards, if they have nothing better, often fit them out as *armadillas*, or small fighting vessels, against buccaneers. One of the most famous buccaneer versus Spanish battles pits buccaneers in canoes and pirogues against three Spanish *armadilla* barks.

TRICKS OF THE GAME TRADE

by Jon Leitheusser



CONVENTION SURVIVAL GUIDE

Gaming conventions are a lot of fun. They're packed with enthusiasts interested in trying out new games and favorites, showing off costumes, feasting, and attending all sorts of different panels and seminars. Convention "season" has changed over the years. It used to be that there were only a handful of exceptional conventions spanning over the summer months. However, now there are venues springing up all year round! Especially when you take into account local or regional conventions, which have become very popular of late.

Summer is still the period when the largest conventions take place: Origins Game Fair in Columbus, Ohio and Gen Con in Indianapolis, Indiana. With those conventions in mind, here's some pointers on how to get the most out of attending a **HUGE** conventions. Hopefully, these tips will make any convention more fun and enjoyable!

#1. PLAN, BUT STAY FLEXIBLE

Firstly, it's important to do a bit of planning. Look over the schedule of events, seminars, and open gaming ahead of time and figure out which ones you *really* want to participate in—but, leave yourself plenty of leeway to do other things that attract your attention, such as play in pick-up games, have lunch, hit the dealers' hall, hang out with friends, and whatever else sounds engaging. If every minute of your time is planned out, you'll possibly miss out on some things you might like to check out. So, keep your options free and clear.



#2. BE PREPARED TO MOVE AROUND ... A LOT

Big conventions are just that; BIG! Be prepared to spend a lot of time making your way from one place to another. Whether you're talking about running out to get some food, heading to another game or seminar, or getting to and from wherever you're staying, there's a lot of distance to cover. If you're active and in relatively good shape, great! Nothing to worry about. Still, just to be on the safe side, you may want to leave extra time for yourself to get around ... or take some walks around your neighborhood in the weeks before the convention. You won't be sorry.

#3. TAKE CARE OF YOURSELF

Game professionals and frequent con-goers often get sick after returning from a convention. They call it "Con Crud". It's a real deal, and it's horrible! It's like the worst cold you ever had, lingers for weeks, and is generally pretty exhausting. It's better to keep from catching it, so get plenty of rest, stay hydrated, adhere to good personal hygiene (ex: wash your hands frequently, use hand sanitizer, cover your mouth when you cough— basically, everything your mother told you to do), and, if you're of age, drink responsibly.

#4. BE ON YOUR BEST BEHAVIOR

Lots of people crammed into any space, confining or voluminous, can be uncomfortable, and patience wears thin, so chill out. Understand that everyone is dealing with the massive crowds and no one enjoys it. In order to make the most of it, be courteous and on your best behavior. There's no need to scream and yell. It's not appropriate to touch people without their permission. And, if you want a picture of someone who's cosplaying, ask if you can take their picture and do it outside high traffic areas. Generally, be friendly, considerate, and mindful. We all respond well to being treated kindly and with respect, and it will make everyone's experience that much more enjoyable.

#5. THINGS TO BRING WITH YOU

These are only suggestions, but prepare for a convention by toting:

- **A backpack or bag** that's filled with essentials like dice, paper, pencils, and a game or three.
- **Water or a water bottle**, so you can stay hydrated.
- **Cash**. Sure, credit cards can be used almost anywhere, but cash is the preferred currency of the land.
- **Hand sanitizer**, if you're into that sort of thing.
- **Gum or mints** for yourself and to offer to others who might need them.
- **Snacks** for you to munch on if you're hungry in the middle of a game or need a quick pick-me-up.

#6. PLAY SOME NEW GAMES

Publishers are happy to talk to you about their games and the exhibit floor is a great place to do that. Most booths are set up to run demos or the reps can direct you to a place where their games are being run. They're there to sell games after all, so take advantage of that by setting aside some time to check out games you've been curious about. There are attendees who spend 'The Best Four Days of Gaming' playing demos almost exclusively. Plus, you may find something you love that you might not have given a second glance at on the store shelves.



In addition to the exhibit hall, there are usually game libraries at conventions, so you can check out games there to play with your friends and fellow attendees. Do yourself a favor and find the gaming library. You'll never run out of things to do that way.

#7. SHOP ON THURSDAY... OR SUNDAY

The exhibit halls (or dealers' room) are worth visiting often, as they're packed with vendors displaying and selling all manner of merchandise for the avid or casual gamer. The best day to browse is Thursday, because the bulk of attendees haven't arrived yet, so the booths are generally more accessible. Saturday is the most congested, because the convention is in full swing. If you prefer to wait to make your purchases, that's fine, but some of the things you want may be sold out later in the weekend. If you really want something, buy it when you see it, because, chances are, it won't be there later.



Sunday is also a good time to shop because exhibitors really don't want to pack up and ship their games home. You may be able to get a great deal on stuff late Sunday, but don't always expect that to be the case. Even so, it's worth it to give a couple of booths a look over to see if they're offering any deals.

#8. DON'T CARRY ALL THE THINGS ALL THE TIME

The bag you carry with you probably has plenty of stuff in it, so when you buy something new, unless you're going to play it right away,

take it back to your room. It's no fun to carry around a 30-pound backpack all day, so give yourself a break and offload everything you're not using. **Bonus Tip:** Don't buy anything at the convention that you can pick up at home from your local game store.

#9. REMEMBER TO EAT

Since you'll be so distracted, your tummy will, ultimately, remind you to eat something. The venue will often have vendors set-up at a food court for a quick bite, however, stray outside the conventions center and you'll generally discover a number of restaurants and eateries nearby, so avail yourself of them. A number of conventions (including Gen Con) have invited food trucks to park outside, so that's a great option. Lines are an issue, but if you can plan to eat at non-peak times, especially for lunch, you'll do just fine...and your tummy will thank you.

#10. CONFUSED OR LOST? ASK FOR HELP.

If you're lost, confused about where something is, or just need guidance, go to any volunteer or even someone working at one of the booths in the dealers' room and ask for assistance. Even if they're unable to address your specific inquiry, they'll definitely be able to direct you to someone who can. That is, after all, their job, so don't feel apprehensive about it.

HAVE FUN!

Most importantly, you're at a gaming convention, so have fun! There should be plenty to do (too much, actually), but with a bit of planning and the desire, you should really enjoy yourself. People have been attending conventions for decades, and I encourage you to experience it for yourself, if only to see what all the hoopla is about!

•••



*Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Bellevue, Washington.*



BATTLE FOR ROKUGAN (FFG L5B01)

From Fantasy Flight Games, reviewed by Eric Steiger



14 & Up



2 - 5 Players



60 - 90 Minutes



\$39.95

If you are a veteran *Legend of the Five Rings* fan, waiting years for the various rumors about a big box, Emerald Empire-spanning epic board game to finally bear fruit...I have some bad news for you. This is not that game. If, however, you're a fan of the setting and you like streamlined, relatively simple strategy board games with a dash of luck, playable (once familiar) in an hour or so, then you're in for a treat.

Battle for Rokugan takes place at an undetermined time in the Empire's history, with each of the seven Great Clans vying to take control of each other's territory and gain honor in the eyes of the Emperor. In reality, it's an area control game in the mold of *Diplomacy* and FFG's *Game of Thrones* board game, in which players use face down tokens to direct the movement of their armies and navies, stabbing each other in the back along the way.

Each player takes on the role of one of the clans, and has a pool of tokens representing the resources they have at their disposal. These tokens consist of armies of various values (1-5, with lower strengths more common than higher), navies, blessings, diplomacy, raids, and shinobi (ninja). Additionally, each clan receives a bonus token of some kind, such as the Lion having a strength 6 army, the Crane having an additional diplomacy, etc. Furthermore, each player has a reusable bluff token that can be played like an actual order, but does nothing and returns to their hand at the end of each round.

At the beginning of a round, you will draw 5 of your tokens, at random, and then proceed in turn order to place them on the board one at a time, face down. Placing a token on the border of a province neighboring one of yours indicates an invading army; placing a token inside your own province indicates a defending one. Navies can be placed on the coast of an enemy province to attack into it. You can place a blessing token on top of one of your already-played tokens to give it strength and render it immune to other players' effects. Raids, when resolved, destroy all tokens in or attacking a province, and render it useless for the rest of the game. Diplomacy renders a province off-limits to all attacking armies for the rest of the game, but also prevent anybody from attacking from it. Shinobi act like attacking (or defending) armies, but ignore adjacency requirements. Additionally, each player begins the game with two scout cards and a shugenja card, which they can use to peek at and remove opponents' tokens, but are removed from play after use.



In addition to their bonus token, each clan also has a special ability. For example, the Dragon clan get to draw an extra order token each turn, then send one back to the pool, giving them greater control over their options.

After everybody has placed all their tokens, they are revealed and resolved, then discarded. If you can successfully invade a province with your armies, you take control of it, and its honor. If you successfully repel an invasion, your province becomes more honorable, and also easier to defend the next time. If you are the first to control all three provinces that make up a clan's territory at the end of a round, you gain a unique, one-use card that can give you a powerful advantage. Additionally, certain valuable neutral territories, such as the Islands of Silk and Spice, also give special cards for gaining control of them, as do the infamous Shadowlands.

The game lasts a total of five rounds, at the end of which most, but not all, of each player's token pool will have been used up. At the end, victory points will be determined by the amount of honor in provinces under a player's control, with bonuses for controlled territories and accomplished secret missions.

Despite looking like a complex wargame, *Battle for Rokugan* is surprisingly fast and light, with the token draw providing a significant amount of randomness. The strategy of the game comes in making the right decisions for what to do with the tokens you draw each round, and there are numerous options for that. Set aside two hours or so for your first game, but after you are familiar with it, a session of *Battle for Rokugan* can be easily accomplished in an hour. Additionally, I was pleasantly surprised at the \$39.99 MSRP; while the components are only tokens and cards, the gameplay itself is reminiscent of a \$60+ game, and it is clear a great deal of development went into it.

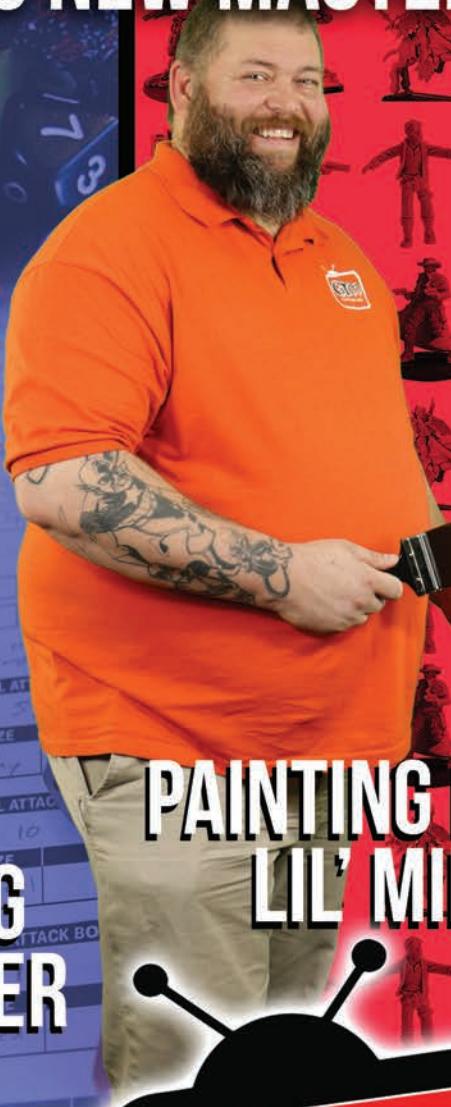
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Eric is your friend, and friends wouldn't let you play bad games.



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Table for Two Show

TOWER OF LONDON (WZK 72805)From WizKids/NECA, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"

14 & Up



3 - 5 Players



45 Minutes



\$24.99

On our show, we review games for two or more players, specifically focusing on the two-player aspect. When we picked up this game from Wizkids we did not realize that it was for 3 to 5 players. However, that did not stop us! We recruited our friend Chris to play so we could give it a proper review. After we played, we decided that we could get away with playing with two if we wanted to, even though the box recommends 3 to 5.

If you are familiar with the actual Tower of London, you may know the legend that says if the ravens leave the tower, the kingdom will fall! (Google it and you will see!) In this game, the goal is to be the first player to capture seven ravens to win the game! If after three rounds no one has seven ravens, everyone loses!

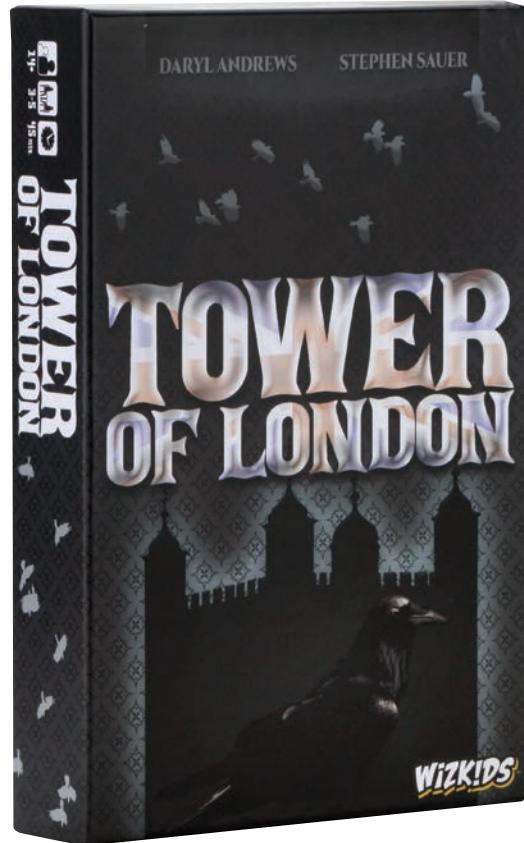
HOW IS IT PLAYED?**Setup:**

The game board is only 17 1/2 x 11 1/2 so it is compact when folded, which could make it a good traveling game. The board represents the Tower of London and the different aspects of the tower. It is divided into three scoring areas (orange, green and blue) and four quadrants. In the first round you just choose a starting player however you see fit, but the turn order can change. The board has a turn order track, which we will talk about shortly.



A scoring card is selected and placed on the board. We used the 3-player scoring card. The scoring card shows how many ravens each player receives when scoring each round. (We decided if we play with just two we would just ignore the third player category for scoring.)

The Event cards are shuffled. Three are randomly chosen and placed on their spot on the board. Each player receives a set of player cards (13) in their color, and matching "Beefeater" cubes (20). There is a pile of 31 raven tokens that everyone can see on the side.

**Playing:**

There are four phases to each round, and each phase is quick:

- Prepare – turn over an event card and each player shuffles their deck and draws a hand of six cards to start the round. Even though you use three event cards in a game, there are 13 different ones to make game play different each time. An event can be something like, "At the end of this round, before scoring, if you control Byword Tower earn 1 Raven".
- Playing Cards...
 - All players pick two cards from their hand and place them face down in front of them in the order they want to play them. The first card allows you to place your beefeater cubes on numbered/colored spots on the board. The second card gives you an ability to play this turn.
 - Each player in turn order reveals their cards and places a beefeater in the tower based on the first card and then does their ability on the second card. For example, on the first card I may have a choice to place a beefeater cube on spot 5 (which is orange), 18 (which is green) or 31 (which is blue) – you only get to choose one spot. On my second card the ability I chose is "Add one extra Beefeater to a building +/- 1 from where you placed" – so I get to place a second Beefeater on another building 1 number higher or lower the first building I chose.



- Last, everyone looks at the first card they played. Whatever number is in the orange area – they place a cube on the turn order track on that number. The player with the highest number goes first and turn order follows the track from there. You then repeat 2a-2c two more times so that players use all six of their cards.
- Reduce Decks – From the six played cards (discarded), each player returns three to the game box, the rest in the draw deck are shuffled. In the last round, you will have one extra card, as expected.
- At the end of the round, you score to see who has the most control on the board. You do this by counting the number of buildings the player controls in that area – the person with

the most Beefeaters on each building controls it. In the first round you only score the orange area, second the orange and green, and in the third round the orange, green and blue areas. The score card tells you how many ravens to give the players based on first, second and third places. It is possible that someone could collect seven ravens and win before the third round.

The strategy is to find a way to take control of the most buildings of an area where you get the most ravens, like maybe giving up one building to take two others. Also, be sure to play the event cards. In our example above, if someone controlled the Byword Tower they would get an extra raven.

Once everyone understands how to play, the game can go very quickly. We enjoyed this game a lot and recommend it for anytime you just want to play something quick; it doesn't take a lot of time to learn. We tried it afterward with just two players and it worked just fine.

TIMING OF THE GAME

According to the box game play takes about 45 minutes, but with the three of us playing it took less than a half hour. So, this would be a great choice if you don't have a lot of time to play, or maybe a good game right before turning in for the night.

•••

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



QUADROPOLIS: PUBLIC SERVICES EXPANSION (DOW DO8502)

From Days Of Wonder, reviewed by John Kaufeld and Isaac Kaufeld



8 & Up



2 - 4 Players



30 - 60 Minutes



\$14.99

Congratulations, Mayor! Your city keeps growing and developing, just as you hoped. But with growth comes new demands on the city's public service system.

Your people want police, schools, and parks, while industry looks to expand fire protection and the waterfront. And you, of course, always had your eye on creating a massive government center to serve as the city's hub as well as a monument to your outstanding management.

Let's look at the top five things you need to know about the challenges awaiting you in the world of *Quadropolis: Public Services*, the first boxed expansion to the Days of Wonder city-building game *Quadropolis*.

WHEN 11 + 2 = 24

According to the numbers, *Public Services* adds 11 tiles for the Classic version of *Quadropolis* and 13 tiles for the Expert version, but that's a little misleading. The count is really 11 unique new tiles, each of which comes in both Classic and Expert versions, plus a pair of combo monument tiles exclusively for the Expert side.

The only differences between the Classic and Expert versions of the tiles are tweaks to what the tiles do, with the Expert version bumping up each tile's impact a bit. Both versions of the tiles still do the same basic thing; the Expert one just does more of it. For consistency, the artwork stays the same on both.

BUILDINGS WITH A PURPOSE

In the base game, public service buildings generically represent all kinds of services the city needs. To gain the most points, you try to put one of them in each section of the city, signifying that you took care of that area's needs.

The expansion adds a specific function to each public service building. Some provide resources, such as the Maternity Ward and the Electric Utility. Others bulk up existing scoring combinations, like the Fire Station and the Park District. Our favorites include the Customs Office, which rewards you for building a full line of harbors across your city, and the Police Station, that gives an addition victory point for the floors in your highest Tower Block.

**ADDING THE EXPANSION TO THE GAME**

Instead of replacing the existing tiles in the game, the Public Service expansion tiles live in a stack next to the construction site board where players select buildings to add to their cities. Each round, you flip over the top four expansion tiles and line them up next to the board.

When a player picks a public service building from the construction site, they then look to the line of expansion tiles. The player then faces a new choice: Discard the generic public service building from the construction site and take one of the expansion tiles, or play the generic building and discard an expansion tile.

Depending on your game group's personality, this mechanic could lead to a bit of "screw your neighbor" behavior, as one player discards the bonus tile

that supports another player's strategy. Because the game's overall design is so tight on actions and tile placements, we don't think this will get out of hand, but it's something to keep in mind (not that this kind of activity ever happens in our games, goodness knows).

PLAYING WELL WITH PLAYGROUNDS

The *Public Services* expansion meshes very well with the *Playgrounds* mini-expansion included in the base game. In fact, it makes the Reprocessing Plant tile in *Public Services* even more valuable — so valuable, in fact, that people might fight over it.

The *Playgrounds* mini-expansion replaces the energy-soaking parks with green areas that provide an inhabitant. So what can you do with any excess energy? Send it to the Reprocessing Plant and turn it into victory points.

Speaking of the Reprocessing Plant, its description in the game rules took us a couple of tries to understand and left us wondering what other expansions might be ahead for *Quadropolis*. The Classic version of the Reprocessing Plant gives you one point for "any two energy units" you store there,

while the Expert version ups that to one point per energy unit. Might a future expansion include a new kind of energy units — maybe trash or solar? We see interesting possibilities ahead.

FINDING ROOM IN THE BOX

Our only complaint about the *Public Services* expansion came when we began putting everything away. Thanks to all of its precise cubby holes, the box insert in the original game makes set up and storage a thing of simple beauty. Unfortunately, the insert's tight design doesn't offer enough extra space to park 24 more tiles.

After experimenting with a few options (including a particularly dicey one involving a craft knife), it looks like the best way to get everything into one box is by removing the insert and bagging all of the tiles. For now, we decided to store both boxes until we work up enough frustration to overcome our inherent love of the insert.

THE VERDICT

We like the flexibility and scoring potential that the expansion adds to the game. Because many of the new buildings give a bump to specific strategies, they make public service buildings much more desirable and competitive choices from the construction site.

The expansion includes well-designed information sheets that made it very easy to pick up what the buildings do. We also liked the new mechanic a lot, since it adds even more tension to each round.

If you love *Quadropolis* and want build in some new challenges, then the *Quadropolis: Public Service* expansion makes a great buy, especially at its low price point. Good luck, mayor!

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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CONAN: ADVENTURES IN AN AGE UNDREAMED OF (IMP MUHO50374)

From Modiphius Entertainment, reviewed by Thomas Riccardi



14 & Up



2 Players



60 - 90 Minutes



\$49.99

It is the Hyborian Age and the world is a land of adventure, monsters and magic. You have decided either by fate or by choice to become an adventurer in this mysterious and violent land. Will you find riches beyond what you can even dream of? Or will you succumb to the horrors that exist in the far reaches of this land. This is the subject of the new *Conan RPG* that proclaims "adventures in an age undreamed of" by Modiphius Games.

With each roleplaying game comes the part of creating the character that you will want to play and *Conan* has an almost elegant character creation system. You start by choosing or randomly generating where your character is from. This determines not only your starting language but, it also determines what talent you start off with. This can be something as being able to tell if there is going to be a major disturbance that day or your ability to live off the wilderness. There are several attributes which are:

Agility: How nimble you are and how this affects your Melee, Acrobatics and Stealth skills

Awareness: Your senses are heightened and pertains to your Insight, Observation, Survival and Thievery skills

Brawn: Not only a measure of how strong you are but, your endurance as well as it measures your Athletics and Resistance skills.

Coordination: The steadiness of your hand as your aim is true Parry, Ranged Attacks and Sailing skills are influenced by this trait.

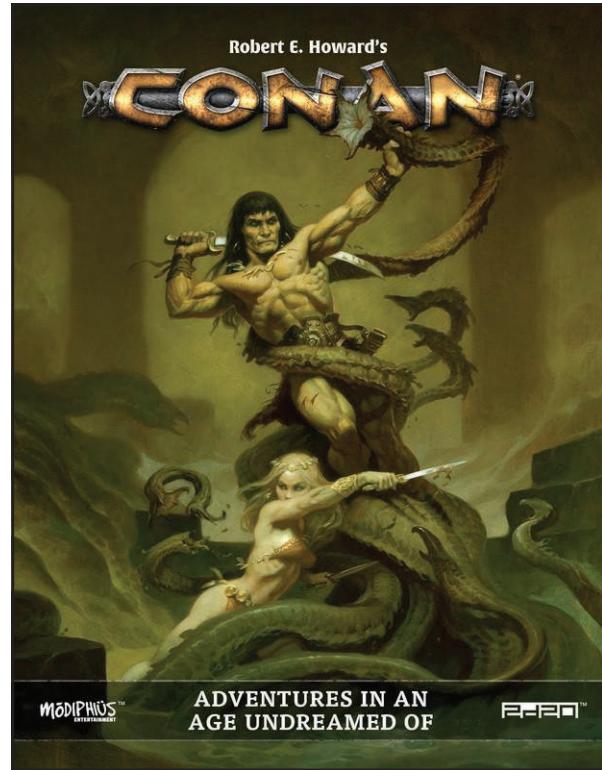
Intelligence: Gauges how smart you are as it enhances your Craft, Healing, Linguistics and Lore skillsets.

Personality: How charming you can be in a crowd and with it comes the ability to Command, Counsel, Persuade, Animal Handling as well as Society.

Willpower: Your resolve as it pertains to not only your physical but also mental resolve and affects your Discipline as well as Sorcery skills.

Each of these attributes has a starting score of 7 however, you also roll a D20 on the attributes there will tell you which are mandatory and which are optional (and the optional ones get a +1 while the best gets a +3 and the worst gets a +2 respectively). Next is determining your cast which will give you not only talents and skills but, a social standing as well as a story. The story is an essential part of creating your character as it fleshes out your character giving it an unique character to play instead of playing the same old one dimensional character. Next is picking out an archetype from the 10 classes that are available as you can be a barbarian like *Conan* or a nomad who wanders the world never calling one place home. Like I said the previously this character creation system might seem intimidating at first however, there are plenty of examples to help you along the way as they take it step by step.

Combat and other skill tasks are resolved using a 2D20 system and during combat each character can perform one of each single, free and standard actions. Free actions range from dropping an item to going prone while minor actions include moving (within medium



range) or drawing an item. The standard actions include attacking a foe, bracing for a blow or sprinting towards a target in long range. You make an attack if you are in the range of the weapon and then roll to hit. Damage is mitigated by armor and then the character will take wounds and 4 wounds means that the character is very badly injured and one that has taken 5 wounds has died.

There are many sourcebooks that are going to be released for this game and one of the first is called *Conan the Thief*. This focuses on the seedy underworld of the Hyborian age as this introduces several new archetypes that you can play as. From the shadowy assassin to the stalwart relic hunter these are some of the new classes you will be able to play as. There are also new talents for you to master as well as equipment that will assist you into getting into places where valuables are kept. There is also a guide for gamemaster's as it shows how you would be able to run an all thief campaign as well as rules for joining guilds as well. One of the best parts of this supplement is a heist generator as the gamemaster will be able to generate a worthy heist with just a few dice rolls.

If you are a fan of the *Conan* universe you definitely need to check out this roleplaying game as well as its supplements. This keeps the spirit of the world of *Conan* alive and for more information on this and other products head over to <https://www.modiphius.net/collections/conan> and get ready to explore a world of peril and wonder.

•••

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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